メガテク
10
OCT. 1992 £1.95

MEGA TECH

MEGADRIVE HYPER GAMING TECHNIQUE

NUMBER 1 MEGADRIVE MAG!

REVIEWED

EA HOCKEY 2

ANOTHER PUKKA GAME FROM ELECTRONIC ARTS?

SUPER!

THE MAN OF STEEL™ ON MEGADRIVE!

TM & © 1991 DC Comics Inc.

SONIC!

REAL PICS OF SONIC 2 INSIDE!

ALSO REVIEWED:

● PRINCE OF PERSIA ON CD ● ATOMIC RUNNER ● GREEN DOG ● AQUABATICS ● BULLS VS. LAKERS

PLUS!

MEGADRIVE FINAL FIGHT PREVIEW!

9 770964 576002 10

NOT AN OFFICIAL SEGA PUBLICATION

DRAGON'S FURY

A Totally Awesome Gothic Chamber of Horrors awaits you in this, the Ultimate Video Pinball Game. Incredible Graphics, Great Action Packed Playfields. Six Bonus Rounds and The Chance to Score One Billion Points – *If You're Good Enough!*

"What can I say but WOW! I have never ever played a game as much as I've played Dragons Fury. Its absolutely Amazing!" *93% SEGA FORCE .*

"A remarkable "Gothic" Pinball Sim that succeeds in every aspect. A must for All Megadrive owners!" *92% MEAN MACHINES*

"The Best game of it's genre on the Mega Drive, Graphically Gorgeous, sonically Superb and eminently Playable." *89% GAME ZONE.*

IN-FURY-AT

SEGA
MEGA DRIVE
DRAGON'S FURY
THE BEST 3D PINBALL GAME IN THE WORLD
TENGEN
16-BIT CARTRIDGE
INGLY
MEGA!
PIT-FIGHTER
PAC-MANIA
PAPERBOY
TENGEN
16-BIT CARTRIDGE
'SEGA' and 'MEGA DRIVE' are Trademarks of SEGA Enterprises Ltd. "DRAGONS FURY"™ & © 1992 Tengen Inc.
PITFIGHTER ™ Atari Games: Licensed to Tengen Inc. © Atari Games: © 1991 Tengen Inc. All rights reserved .
PACMANIA: ™ and © 1987 Namco Ltd. manufactured and sold under license by Namco America Inc. PAC-MAN © and © 1980.1984 Namco Ltd.
© 1991 Tengen, Inc. PAPERBOY: ™ Atari Games: Licensed to Tengen Inc © 1988, 1989 Atari Games: © 1991 Tengen Inc. All Rights Reserved
DOMARK
SEGA™
TENGEN
VIDEO GAMES

STAFF

RECONSTITUTED EDITOR
PAUL GLANCEY

ART EDITOR
JEFF ZIE

DEPART-EE EDITOR
MARK 'THE SPLITTER' PATTERSON

STAFF WRITER
THOMAS GUISE

ADVERTISEMENT MANAGER
JERRY HALL

ADVERTISEMENT PRODUCTION
EMMA SADLER

MANAGING EDITOR
JULIAN RIGNALL

PUBLISHING DIRECTOR
GRAHAM TAYLOR

EDITORIAL AND ADVERTISING OFFICES
PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

OUR TELEPHONE NUMBER
071 972 6713

OUR FAX NUMBER
071 972 6703

COLOUR REPRODUCTION BY
COLOURTECH, LONDON, EC2

PRINTED BY
BPCC MAGAZINES (COLCHESTER) LTD

DISTRIBUTED BY
BBC FRONTLINE, PETERBOROUGH

MEGADRIVE IS A TRADEMARK OF SEGA CORPORATION

MEGATECH IS NOT AN OFFICIAL SEGA PUBLICATION

THANKS THIS MONTH TO CAMBRIDGE CONSOLES (☎ 0223 211733) SHEKHANA COMPUTERS (☎ 071 6314627 OR 061 969 9412)

ALL SOFTWARE PRIZES KINDLY SUPPLIED BY SHEKHANA COMPUTERS (☎ 071 6314627 OR 061 969 9412)

COPYRIGHT EMAP IMAGES LTD
ALL RIGHTS RESERVED. WE SWEAT BLOOD TO PUT THIS MAGAZINE TOGETHER SO NO PART OF IT MAY BE REPRODUCED, STORED IN A RETRIEVAL SYSTEM OR TRANSMITTED IN ANY FORM WHATSOEVER WITHOUT THE PRIOR PERMISSION OF THE PUBLISHERS.

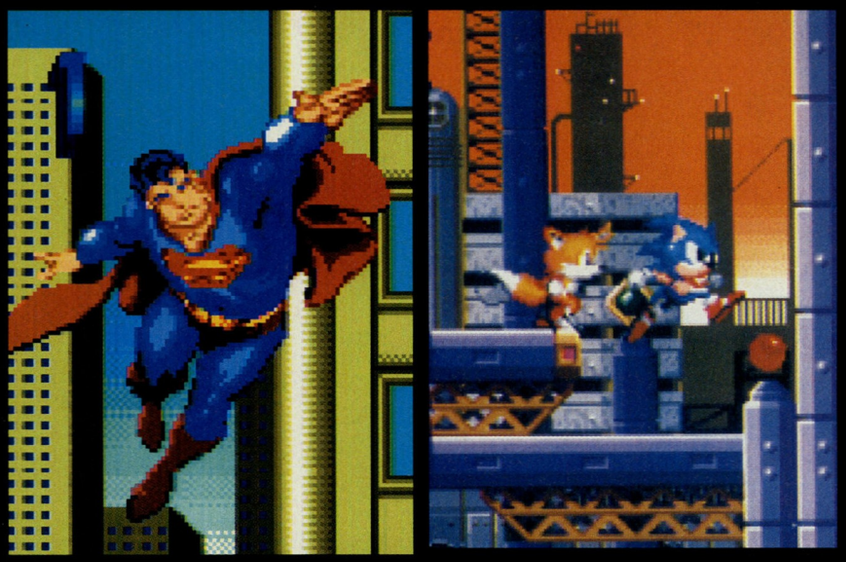
COMPETITION RULES
NO EMPLOYEES OF EMAP IMAGES OR THE COMPANY SPONSORING THE COMPETITION MAY ENTER AND MULTIPLE ENTRIES WILL BE DISQUALIFIED
WINNERS ARE TYPICALLY ANNOUNCED IN MEGATECH TWO MONTHS AFTER THE ISSUE CONTAINING THE COMPETITION.
THE EDITOR'S DECISION IS FINAL AND NO CORRESPONDENCE WILL BE ENTERED INTO.
IF A PRIZE IS UNAVAILABLE SOMETHING OF THE SAME VALUE WILL BE OFFERED. THERE WILL BE NO CASH ALTERNATIVE.

COVER ILLUSTRATION ©1991 DC COMICS INC. ALL RIGHTS RESERVED.

CONTENTS

ISSUE TEN OCTOBER 1992

COVER STORIES
SUPER!.....SONIC!



SUPER!.....12
MegaTech takes an exclusive first look at Virgin's SUPERMAN licence, and...

SONIC!.....20
Other mags give you pictures they've made up themselves, but trust MegaTech to give you a genuine look at the real Sonic II.

NEWS & PREVIEWS

MEGATECH NEWS.....6
All the latest Megadrive news from home and abroad!

COMPETITION RESULTS.....10
The winners of the Outrageous Sega Add-on Competition revealed, as well as some of their entries!

PREVIEW: FINAL FIGHT.....16
Capcom's top beat 'em up comes to the Mega-CD. Will it kick in the Super NES version?

THE RELEASE SCHEDULES.....18
What's coming out, when, on the Megadrive in Japan and Europe.

PREVIEW: MEGA-LO-MANIA.....24
We take a look at Sensible Software's game of global domination. Is it going to be better than Populous or what?

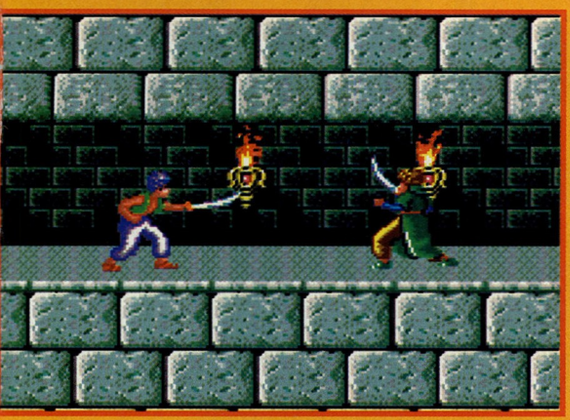
TECHNIQUE

CHOOSE YOUR WEAPON!

TECHNIQUE ZONE.....62
More tips and cheats for top Megadrive games.

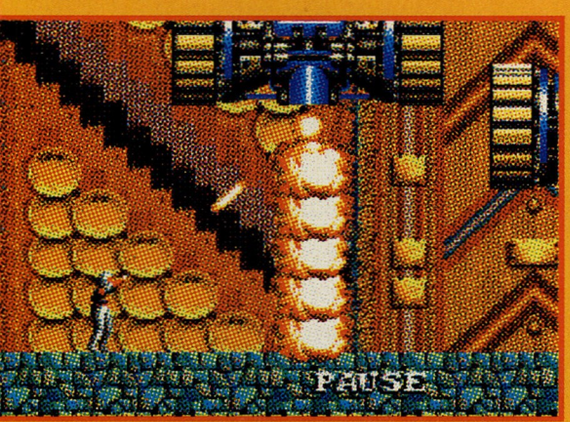
HYPER TECHNIQUE ZONE: WARRIORS OF THE ETERNAL SUN.....64
We ease you through the first few stages of Sega's smart RPG.

GAMES REVIEWED



PRINCE OF PERSIA ON CD!

NHLPA HOCKEY



ATOMIC RUNNER.

HYPER! PRINCE OF PERSIA.....30

The classic platform puzzle game comes to the Mega-CD!

NHLPA HOCKEY.....34

Electronic Arts second Slice Up The Ice episode! Is it as good as their first?

ATOMIC RUNNER.....38

In which a small sprite in a skin-tight suit runs around landscapes full of aliens. Fascinating...

GREEN DOG.....42

Sega's game of Ric Green's Californian board game exposed. Bogus or radical?

AQUABATICS..46

James Pond returns. Is this his best game yet?

SMASH TV.....50

Flying Edge's conversion of the hardcore blasting coin-op. Can it live up to the standard of the original?

BULLS VS LAKERS...54

Thrills and excitement in EA's quality basketball simulation.

THE AQUABATIC GAMES WITH JAMES POND AND THE AQUABATS.

REGULARS

- **MEGAMAIL.....16**

A whole load of weird letters this month.

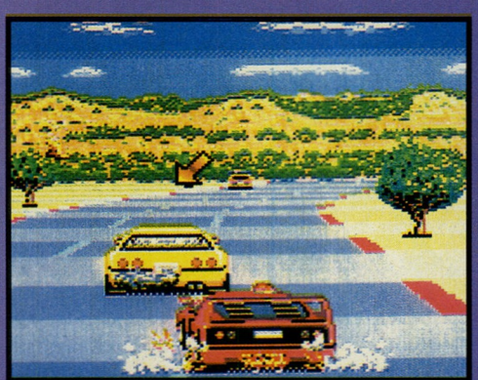
- **GAMES INDEX.....76**

The Old Curiosity Shoppe of Megadrive games past and present.

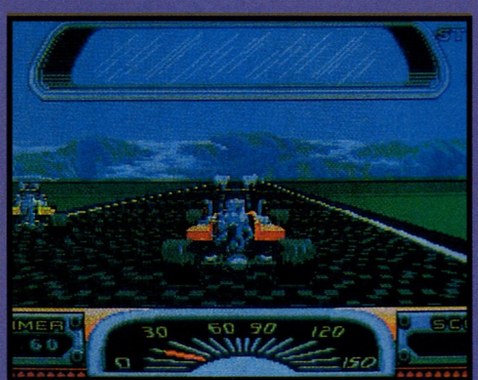
CONTENTS

NEWS!

RACE RIOTS



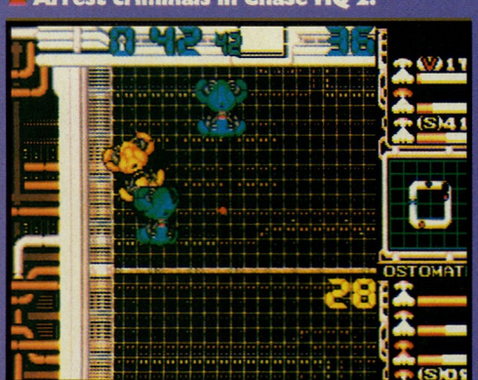
▲ Arrest criminals in Chase HQ 2.



▲ Take to the highways in Road Riot.

The Megadrive world of gaming is soon to be flooded by a veritable truckload of racing games, well at least three, anyway. As we reported two issues ago, there are future race game Junker Spy and the conversion of Chase HQ 2 are due out in Japan in October, but that's not all

Looking forward to a December release date, there's 4WD Road Riot by Tengen. Converted from the coin-op of the same name, it features hard and hilly road action on eleven international courses, including a Las Vegas track hosted by an Elvis lookalike!



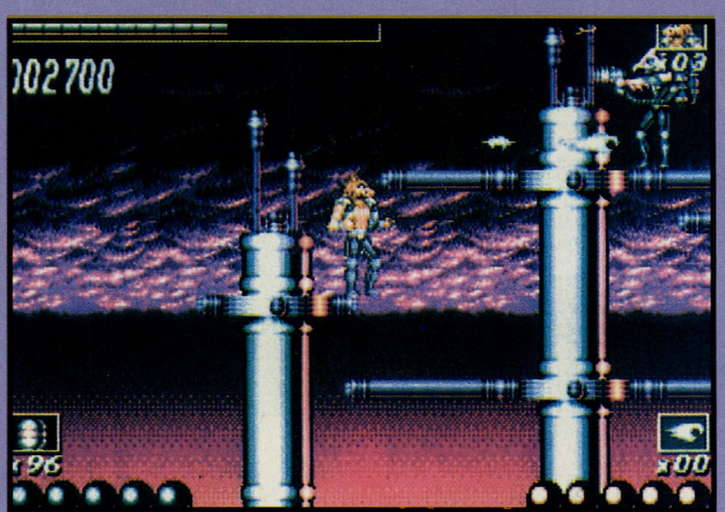
▲ Race Madonna against Elvis.

▲ Fight all mutants in Junker Spy

And if celebrity racing is your kind of thing, then Metal Fang might provide that peculiar fix you've been looking for. This plan-view, futuristic hover-racing game allows you to select your chosen driver from a motley bunch of characters, some of whom bear more than a marked resemblence to such celebrity superstars as The Cure's Robert Smith, Madonna and even Mick Jagger with a cyborg eyeball. This one should be available on import even as you read this.

I WAS A CD WOLFMAN

Soon to be added to the steadily increasing stable of Mega-CD games is Wolf Child, the hero of which happens to be the unfortunate and somewhat bizarre crossbreed of a human and a wolf. Without delving too deeply into the pro-creating techniques of his parents, it seems that our hero must traverse a scrolling platform enviroment in his quest for genetic salvation. Programmed by Derby-based development house, Core, this bears more than a passing resemblance to that demigod of Megadrive platform games, Strider, and judging from our experience of the Amiga version released a few months ago, it shouldn't disappoint. Japanese release is set for November, though official dates aren't available yet.



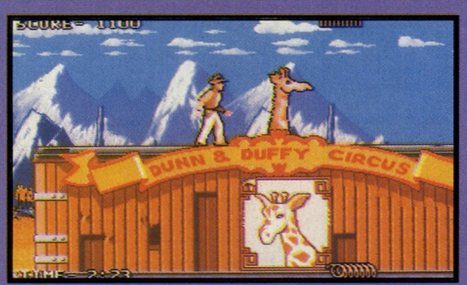
▲ Wolfchild goes in search of a lamp-post.

GAMESMASTER LANDS IN COMET

How many times have you seen reviews in other magazines end with the comment 'try before you buy'? It's all very well the reviewer saying that, but most shops aren't prepared to break open a new game just because some indecisive critic couldn't make up their mind about it. Well, you don't have to worry about that anymore, there's now a place where you can actually play the games before you buy them.

Electrical retailers Comet, have teamed up with Channel Four's Gamesmaster show to create the Comet Gamesmaster Gamezone. Not only do the zones contain all the latest software, but they have machines set up so you can try the game for yourself before parting with the readies. There are also loads of promotions, such as last month's scratchcard in sister-mag Mean Machines, where you can get your hands on a Gamezone discount card, which entitles you to 10% off the price of any game you buy.

KEEPING UP WITH THE JONESES



▲ **Young Indy and the Giraffe of Doom?**

He's back and this time he hasn't brought his dad. Yes, we thought we'd give you an update on US Gold's Megadrive version of Indiana Jones and the Last Crusade which has been slightly reprogrammed since last we mentioned it. It's still a platform beat 'em up, but the graphics have been tarted up a tad.

Interestingly enough, it seems that Paramount pictures (the folks behind the Indy movies) gave the Last Crusade programmers, Tiertex, strict orders not to show Indy being killed. This means that instead of losing lives throughout the course of his quest, Indy merely loses a 'try' or something. Weird huh? It's still scheduled for a December release date.

▲ **The Deadly Footbath of the Holy Grail?**

POWER PLAY, YOU CAN JOIN TODAY!

▲ **What! No Crackerjack pencil?**

Are you looking for a decent video game club to join? Well, why not try out the Powerplay club which boasts 100% Sega dedication. Membership will cost you £11 a year and for your shekels you'll be branded with the title of official Power Play Groover (gnn!) and have access to their completely cartmungus (their word, not ours) cartridge swap scheme, reduced hardware and cartridge prices, an advance order facility and you'll receive a regular newsletter throughout the year. If you can cope with their awful slang lingo then write to PowerPlay Club, FREEPOST, Chichester, West Sussex PO19 1BR and keep groovin' along.

SUPER KICK OFF: IT'S IN YOUR HANDS!

One of the most eagerly awaited Megadrive games ever and perhaps the greatest football sim of all time, Super Kick Off, is on the cards for an April release and, having been playtested by none other than guru games god jazza himself, you can guarantee that it's going to be good. How good? Well that could be up to you, because programmers, Tiertex want you to write in with suggestions of what you'd like to see included in the game. This is your chance to make a difference, so if you think you've got a hot idea of how to make the best just that little bit better, then write to Danielle Woodyatt, US Gold, Units 2-3, Holford Way, Holford, Birmingham, B6 and perhaps, just perhaps, your little brainchild will be used.

TWISTED FLIPPER BECOMES CRÜEBALL SHOCK

Electronic Arts' Twisted Flipper, the pinball game (reviewed last month) featuring Motley Crüe soundtracks and cameo appearances by various members of the band, has just been renamed CrüeBall after the American arm of Electronic Arts signed up an endorsement deal with the band , making it the official Motley Crüe game. Such is life in the heady world of consoles. Anyhow, look out for the official version under its new name as it should now be available.

UNFORESEEN SUBSCRIPTION BOOB

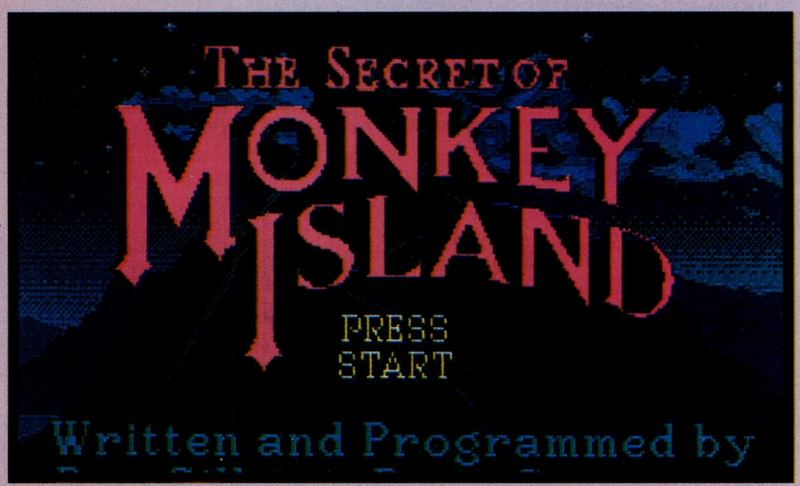
Due to a shift in the delicate balance of interdimensional space (that's our excuse) some of our faithful subscribing brethren accidently received an issue of Car magazine instead of their customary copy of MegaTech last month. The mistake has since been rectified and correct issues despatched forthwith. However, if for some reason, you haven't received your pristine copy of the No.1 Megadrive mag, then call 0733 64146 and the problem will be ironed out in seconds.

And non-subscribers, just bear this in mind. If you subscribe to MegaTech you too could receive, completely by accident, a free copy of a magazine worth £2.40 (probably not–ED), so subscribe NOW! (oh, absolutely correct, yes, of course–ED)

MANGA IS COMING!

Seeing as we always keep you informed of the latest events in the world of Japanese animation, we felt that it was only the proper thing to do to inform you of Britain's first japanimation festival, organised by Manga Video (the people behind the release of Akira, Dominion, Project A-Ko, etc). The two-week fiesta, entitled Manga! Manga! Manga! (Manga means 'comics' in Japan, Factfinders), will feature thirteen animated films from the Land of the Rising Sun, most of which have never been screened in Britian before. Running from Friday the 23rd of October to Thursday November the 5th at the Institute of Contemporary Arts in London, the festival will be showing, among others, Fist of the North Star, Akira, Laputa, Tombstone For Fireflies and in a special Hallowe'en late night presentation, Orotsukodoji: Legend Of The Overfiend. If this sounds like your bowl of Sushi (we'll probably be there for the whole event) then you can obtain ticket details by calling 081-747 9080.

MEGA-CD MONKEY BUSINESS



▲ The secret is how did the monkey afford to buy an island?

Soon to be released on the Mega-CD is Lucasfilm's rather excellent Secret of Monkey Island. Converted from the PC game of the same name, this RPG looks pretty darned good graphically, closely resembling the original version. What's more, the text seems to be in English, will wonders never cease? Coupled with its November release date, could this be the first non-Sega RPG to make it onto the official Mega-CD? Only time and patience will yield those all important answers.

SOMETHING TO GET YOUR TALONS INTO

The growing family of Megadrive flight simulations is soon to welcome a new lamb to the fold. Steel Talons, Atari's arcade helicopter sim is being translated onto cartridge by Tengen. The game features all the play options, including the head to head, although whether this will allow you to battle against a human opponent seems doubtful. Expect to see this one available around December time.

ELECTRONIC ARTS SPOT THE SHOT COMPO WINNERS!

Mr G T Blanks, Chichester

D Newell, London

Thomas Hammersley, Wolverhamptom

Nicholas O'Connor, Gloucester

Andrew Lam, Surrey

Mattew Payne, Leicestershire

Robin Norton, Northants

Mattew Wright, Sheffield

Andre Vanderputt, Middx

Simon Blackman, Somerset

EA GAMES, FREE, FREE, FREE!

Yup, It's that time of the month again. We're giving away ten EA games and if you want to stand a chance of winning the one of your choice, just identify which game this shot has been taken from. Send your answer, together with your name and address on the back of postcard or sealed down envelope to EA SPOT THE SHOT (OCTOBER), Megatech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU and we'll pull the lucky winners, kicking, screaming and fully formed from the sack. Either that, or we'll just pull out their entrails, sorry entries.

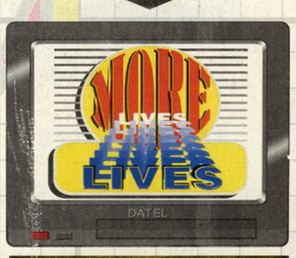
Pro ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS

MORE ENERGY
MORE LEVELS
MORE POWER

£49.99 Cartridge

FOR THE *MEGADRIVE™



FANCY YOURSELF AS A GAME HACKER?

YES WITH THE ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!

MORE FUN

Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for your MEGADRIVE™ Console

- **Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow the user to effectively "re-program" their cartridges so they can play their favourite games to destruction!**
- **With its unique built-in "GAME TRAINER", you can actually find and create your own cheats for Infinite Lives, Power, Energy, Levels, etc. etc.**
- **Now you can play your games to levels that you did not know even existed. This is the cartridge the experts use... the average cheat takes only minutes.**
- **Action Replay also works as Japanese adaptor, allowing you to play import cartridges on your UK console.**
- **With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear. No need for future updates, no need for code books.... this is the only cartridge you will ever need.**
- **No user knowledge is required at all - if you can play the game you already know how to use Action Replay. All input is via the joystick/pad - it couldn't be simpler!**

"The Action Replay is the essential companion for EVERY Console owner.....how can you afford not to have it".....GAME PRO magazine

"SEGA" & "MEGADRIVE" ARE TRADEMARKS OF SEGA ENTERPRISES LTD.

*** IMPORTANT**

ACTION REPLAY IS *NOT* DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY SEGA ENTERPRISES LTD.

BECOME INVINCIBLE MORE POWER MORE LEVELS MORE LIVES MORE FUN BECOME INVINCIBLE MORE POWER MORE LEVELS MORE LIVES

DATEL Electronics LIMITED

HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292

TECHNICAL/CUSTOMER SERVICE 0782 744324

Access VISA SWITCH

24 HOUR MAIL ORDER HOTLINE

0782 744707

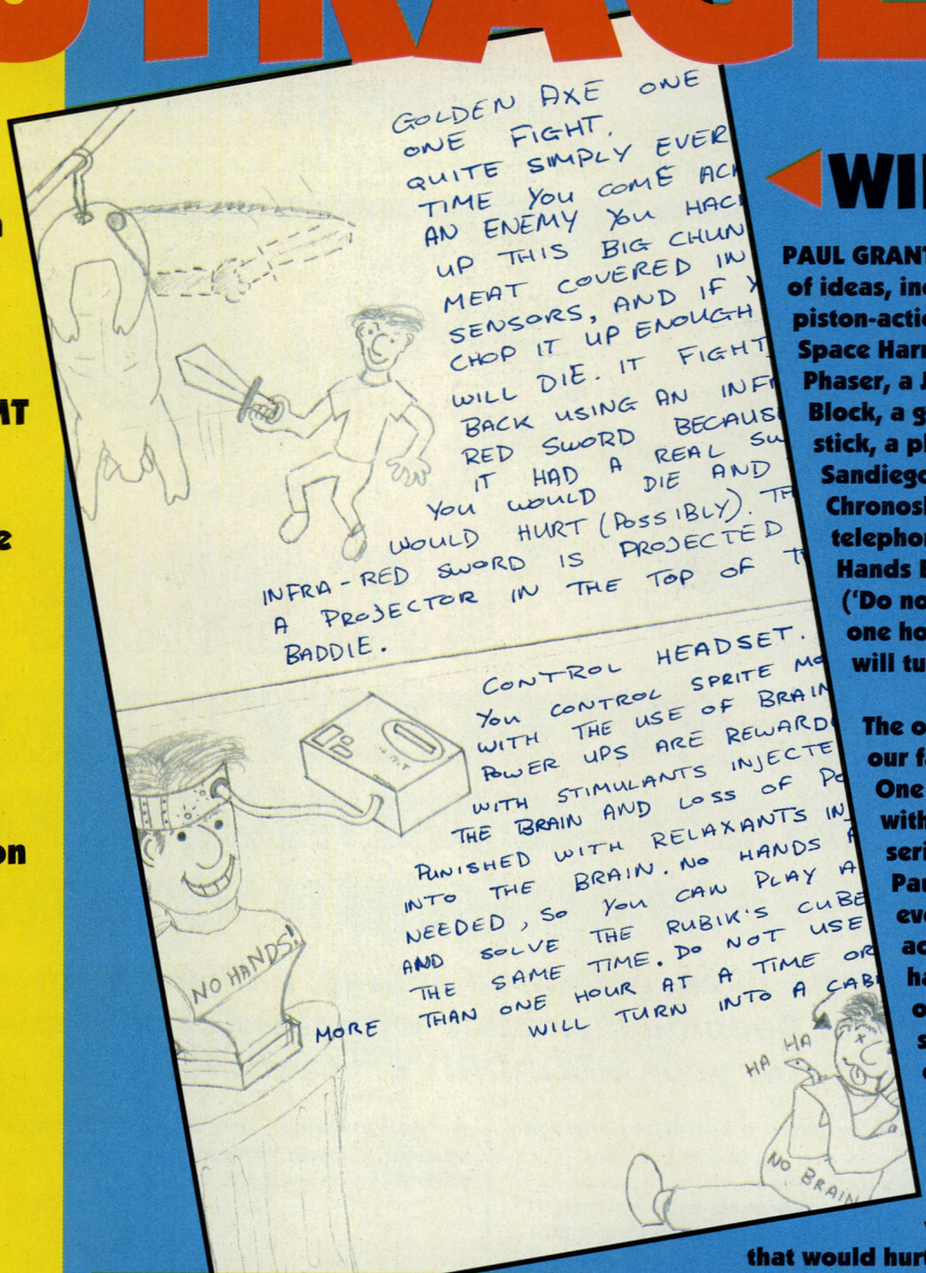
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs.

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460

OUTRAGEOU

RESULTS!

At last, the winners of the Outrageous Sega Add-On competition can be revealed! In MT 6, Sega were giving away three luxurious Sega Chairs to the inventors of the most innovative Megadrive add-on and we were so swamped with entries we've decided to print the winners' drawings, along with the best of the rest. Alas no prizes go to the 'Honourable Mentions', but surely an appearance in Britain's number one Megadrive mag is reward enough?



WINNER!

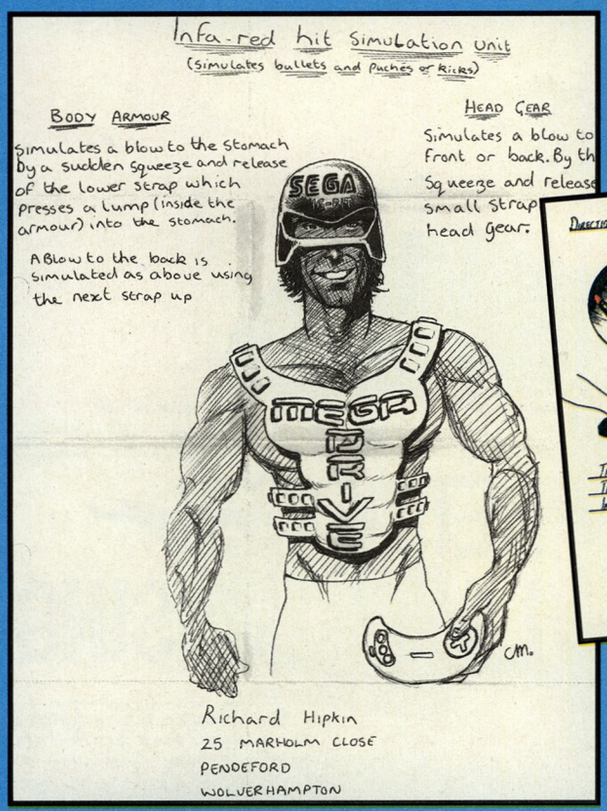
PAUL GRANT came up with a host of ideas, including a foam rubber, piston-action boxing machine, a Space Harrier Jet Pack and Light Phaser, a John Madden Tackling Block, a golf club, an ice hockey stick, a plug-in Carmen Sandiego Acme Chronoskimmer (shaped like a telephone booth) and a No-Hands Brain Control Headset ('Do not use for more than one hour at a time or you will turn into a cabbage').

The one which really tickled our fancy was the One-On-One Fight add-on for use with the Golden Axe series of hack 'em ups. As Paul says, 'Quite simply, every time you come across an enemy you hack up this big chunk of meat covered in sensors, and if you chop it up enough it will die. It fights back using an infra-red sword because if it had a real sword you would die and that would hurt (possibly). The infra-red sword is projected from a projector in the top of the baddie.' The added plus, of course, is that, when you're bored of the game you can use the One-On-One to feed the entire family come a Sunday.

WINNER!

ANDREW PRICE's contribution was this rather smart SEGA SUIT, which is fashioned from lightweight Lycra and fitted with numerous switches in the control gloves and boots which would make it especially good for beat 'em ups and even driving games.

US RESULTS!

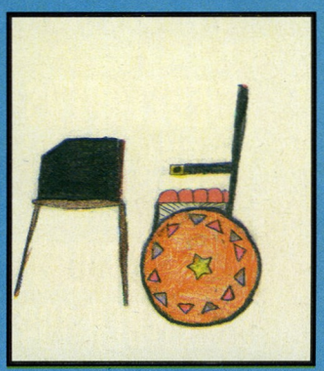


WINNER!

THE INFRA-RED HIT SIMULATION UNIT by RICHARD HIPKIN simulates the impact of bullets, punches or kicks by rapidly squeezing the player's skull, chest, stomach or back. Realistic pain and bruises guaranteed!

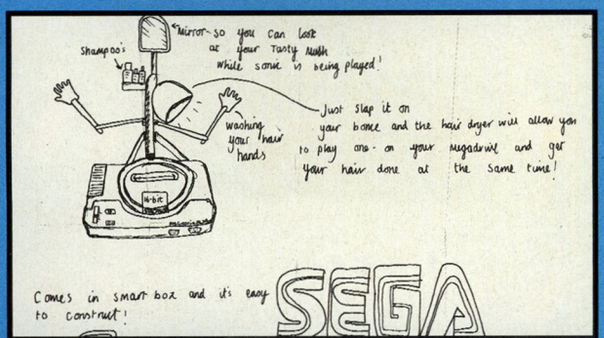
HONOURABLE MENTIONS

JOHN PARKER's MEGA-HAND CONTROLS would provide excellent playability in those relaxing places. Remember kids, don't play with electrical equipment in the bath. It can be dangerous!

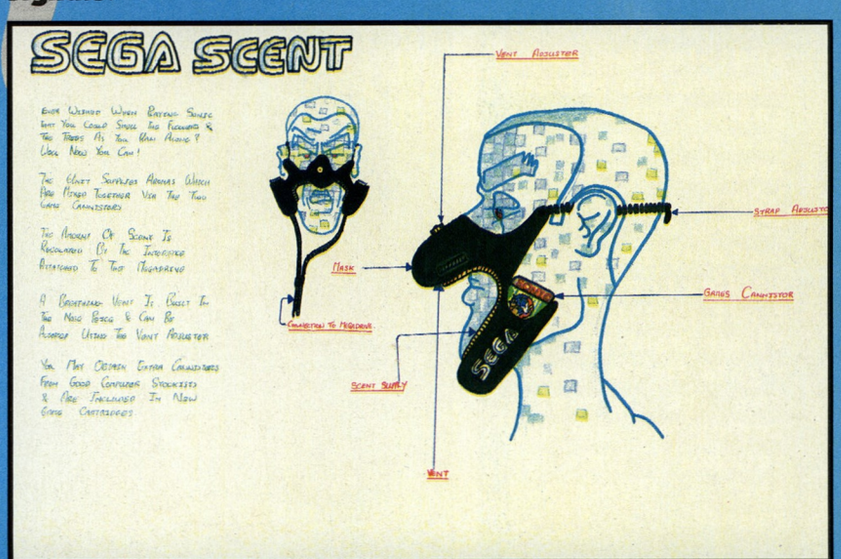


Is it a Mega-Wheelchair? No, it's NICOLA J DOBB's BOUNCER CHAIR! Nicola recommends its use with all-new games such as the exciting-sounding Bouncer Basket Ball. Could play havoc with the floorboards, though.

Ever wished, when playing Sonic, that you could smell the flowers and the trees as you ran along? Well now you can! And it's all thanks to JOHN RUDDOCK's SEGA SCENT unit. Each game comes with a pair of scent canisters which plug into the mask and release the relevant odours when the built-in interface gets the relevant signals.



Take your Megadrive into the shower? Not any more! ANDREW WATTS is the genius behind the WASH AND PLAY which fixes your hair while you enjoy your favourite game. What's more, it comes in a smart box and is easy to construct.



MT 10 STATUS:

PREVIEW

SUPERMAN

PUBLISHER
VIRGIN

PRICE
TBA

FORMAT
8 M-BIT ROM

DEVELOPERS
SUNSOFT

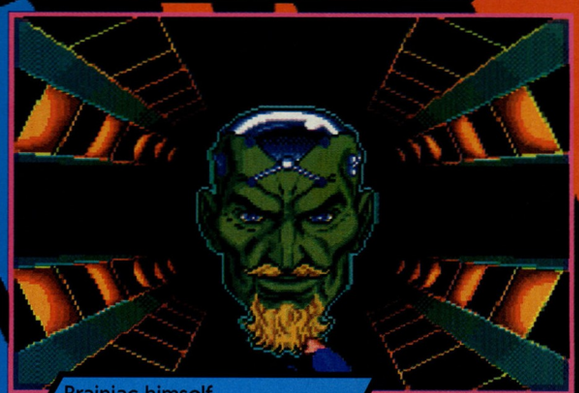
RELEASE DATE
DECEMBER 1992

Look, up there, in the sky. Is it a bird? Is it a plane? No, it's SUPERMAN and he's winging his way onto the Megadrive in time for Christmas. Developed by Sunsoft, the folks who did the Batman games, the Man of Steel's adventures take him across his home city of Metropolis and out into deep space as he battles some of his most famous foes. Virgin hold the UK rights to the game and are currently adding the finishing touches in time for the December release.

FASTER THAN A S
ABLE TO LEAP TA
SUP

One of the many cut=screens

SUPERMAN flies into Brainiac's space ship.


Brainiac himself.

PEEDING BULLET!™ MORE POWERFUL THAN A LOCOMOTIVE!™

LL BUILDINGS IN A SINGLE BOUND!™

ERMAN

Robot spiders are one hazard.

UP, UP AND AWAY!

Whenever trouble rears its ugly head in the fair city of Metropolis, you can guarantee that mild-mannered Daily Planet reporter, Clark Kent will disappear into the nearest phone box and in his place will emerge the mighty figure of SUPERMAN, defender of Truth, Justice and the American way.

If ever the Metropolis Marvel was needed, it's today. Lois Lane, SUPERMAN's love interest, has vanished while chasing a hot exclusive. Not even his super senses can detect any clues as to her whereabouts. it's as if she has just vanished from the face of the Earth. And indeed she has.

Some of SUPERMAN's most powerful enemies have got together, kidnapped Lois, and hidden her on a space ship. Knowing that SUPERMAN will soon be coming after her, they've placed their henchmen, traps and themselves in the way, hoping to rid the universe of the Man of Steel for good. To help them they've acquired a good deal of Kryptonite, a radioactive rock from Superman's home planet and the only thing that can kill him.

Krypronite rocks, **here?**

Take that, you metal fiend!

A **super** spinning top!

Kryptonite missiles another.

KRYPTONITE ROCKS, **HERE?**

GAAK, KRYPTONITE, GAAK!

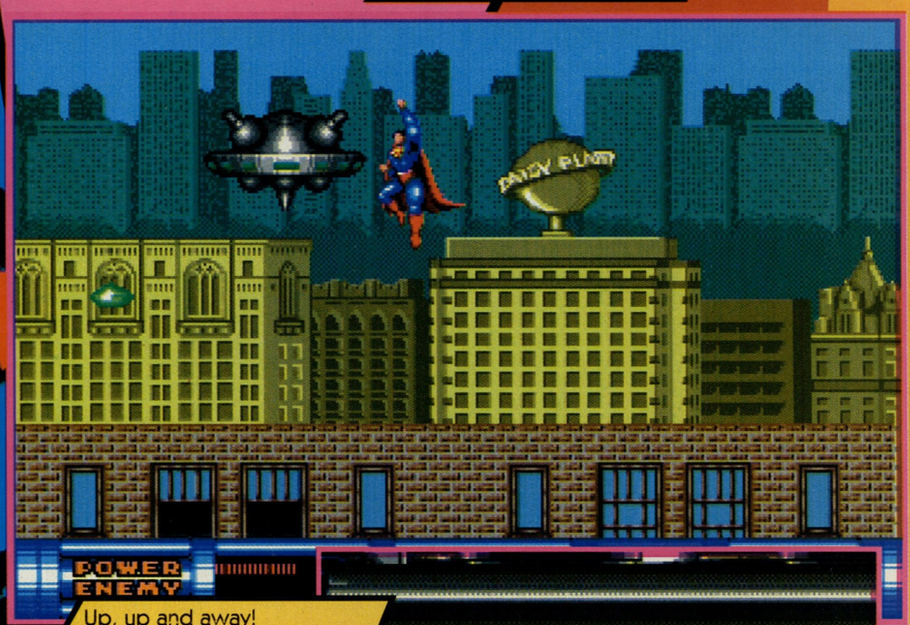
The superpunch in action.

◆◆◆The game consists of five levels which are divided into a number of sub-sections. These come in two types, flight, where SUPERMAN gets to take on robots and missiles with his heat-vision, and the more common platform-exploration sections. In these SUPERMAN gets to punch and flying-kick various robots and Kryptonite-laser wielding villains. In addition he has three superpowers, a massive power-punch, laser beam eyes and a super-spin which he employs to drill through floors. For some reason (probably something to do with the high concentration of Kryptonite in the game) Superman needs to let his powers recharge after use.

WE MEET AGAIN, SUPERMAN!

If there's one department in which the SUPERMAN yarns aren't lacking it's a rogues gallery of supervillains. In the game he's pitted against the likes of The Prankster, Terraman and even Metallo, but who has the clout to pull such an awesome team of supervillainy together? Who is the mysterious figurehead behind this diabolical scheme? We know, but if you want to find out, you'll have to wait for the review in a future issue.

Attack of the robot hallibut.



Up, up and away!

The superpunch takes time to recharge.

Laserbeam eyes at the ready!

SUPERMAN prepares to battle Brainiac.

Kryptonite laser-wielding robots.on level 3.

TO BE CONTINUED...

With rivals such as Batman and Spiderman already present on the Megadrive, will SUPERMAN have the clout to stake his claim in the super-villain bashing hall of fame? Certainly, if ever there was a character designed for console-related action, it was SUPERMAN, but will the gameplay match up to the reputation of it's comic book? The game isn't far off completion, so keep tuned to find out the answer to these questions and many more in a future, gripping installment of MegaTech.

MT 10 STATUS:

PREVIEW

FINAL FIGHT

PUBLISHER
CAPCOM

PRICE
IMPORT

FORMAT
CD

DEVELOPERS
CAPCOM

RELEASE DATE
December

From the day Capcom released it in 1989, Final Fight has been one of the most successful coin-ops ever, and still sells consistently even now, thanks to its combination of great graphics and hardcore fighting action. In 1990 Capcom converted it to Super Famicom to rave reviews and then US Gold had a crack at putting the game on the Amstrad, Amiga, Atari ST and Spectrum, with, well, limited success. Now it's our turn. In December, Mega-CD owners will be able to play their own version of the game which will feature all the gameplay of the original arcade game. MegaTech unravels the story.

▲ Haggar prepares to square up to some bikers.

▲ There'll be a subway train here in the finished game.

THE STORY

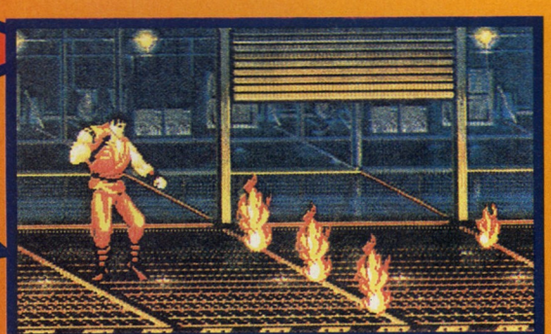
Jessica, the daughter of Metro City Mayor Haggar, has been kidnapped by the evil Mad Gear organisation. In return for them not cutting her into small chunks, they want Haggar to stop the police crackdown on their illicit activities. Rather than give into their demands, Haggar has got in touch with his rock-hard chums Cody and Guy who have leaped at the chance to help their old mate, crack a few skulls and strike a blow for city officials everywhere.

NAL GHT

THE UPPER HAND

Rather than opt for the easy way out and port over the Super NES game, Capcom look set to include several enhancements in the Mega-CD version. The first, and most important, will be the inclusion of the arcade game's simultaneous two player mode, which was sorely missed from the Super NES version to such an extent that certain magazines started rumours about a two-player mode being hidden in one of the options screens. This resulted in hundreds of confused players ringing up our sister mag, Mean Machines, wondering why they couldn't get the 'cheat' to work. There should be no such disappointments with the Mega-CD game.

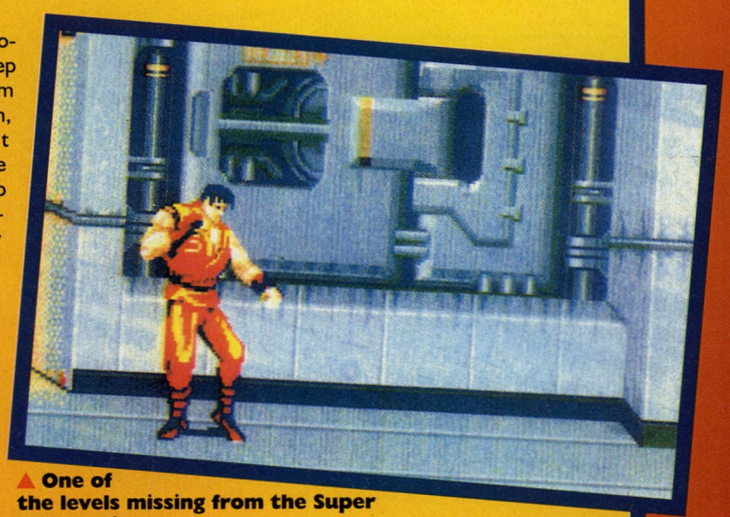
Something else the Nintendo version couldn't handle was the inclusion of all three of the coin-op's player characters, Cody, Haggar and Guy. The first Super NES version featured only Cody and Haggar, resulting in such an outcry that Capcom were compelled to release another version of the game starring Haggar and Guy.



▲ Guy appears along side Cody and Haggar.

It also looks as though level four of the coin-op, which was dropped from the Super NES version will be included. This stage had the pugilist heroes battling foes in a lift, then facing Rolento, a giant grenade throwing maniac at the top.

Other features which the Mega-CD version of the game should be able to completely recreate are the different voices of Cody, Haggar and Guy and Guy's leap-off-the-wall move which was only partly implemented in the Nintendo version. Even with all these extra features, the programmers feel confident that they can make full use of the Mega-CDs extra processors to keep the action from slowing down, and prevent the sprite break-up which occasionally appeared in the Super NES version.



▲ **One of the levels missing from the Super NES version.**

As well as having more features than the Super NES version, there's also a chance that Final Fight Mega-CD will have additional features which weren't in the coin-op. One idea which the programmers are toying with is a timed attack, in which the player has to knock down as many enemies as possible within a time limit.

But there's also a rumour that Sega have asked for the violence to be toned down, which is what happened when the game was released on the Super Nintendo in the UK. In that version all the female combatants were removed because throwing them around was deemed a bit too brutal.

As you can probably tell from the screenshots, the game is still a long way from completion. That's why only the player's character appears on the screens. Capcom are aiming to have the game on the shelves in Japan as soon as December, which could be quite a task bearing in mind they still have to include all the enemies and produce a CD soundtrack for the game.

Sega have not released an official release date or price as yet, but as soon as they do we'll pass the information on to you.

WHAT NEXT? STREETFIGHTER 2?

We're constantly being asked in letters and telephone calls whether or not Streetfighter 2 is coming out on the Mega-CD. The truth is we don't know. But with Capcom, the game's creators, now developing for the Mega-CD, we might find out for definite soon.

THE JAPANESE RELEASE SCHEDULE

Want to know which Megadrive games are coming up on import? Well, this is the place to look! This release schedule relates only to Japanese titles, and we must stress that release dates for Megadrive games do occasionally slip so don't think these are carved in stone. We will update you on any 'slippers' we find out about in future issues, as well as giving you dates for official releases for these titles (though not all games will make it to official release). Remember that most of Sega's games, especially the bigger titles such as Sonic 2, will be released simultaneously worldwide, so watch out for those in your regular High Street stores.

SEPTEMBER			
25th	**Metal Fang**	Victor	Viewed-from-above road racer of the future.
Late September	**Land Stalker**	Sega	16 M-bit, isometric 3D role-playing game with great graphics.
Late September	**Dark Wizard**	Sega	3D RPG on CD, with vast intro (40 mins) by an ex-Thundercats animator.
OCTOBER			
2nd	**Chase HQ II**	Taito	Smart-looking 3D cops and robbers driving game with guns. Coin-op conversion.
30th	**Crying**	Sega	Strange shoot 'em up with excellent graphics, starring worm-like dragons.
30th	**Ninja Gaiden**	Sega	The ninja platform game which has been on every other console. Should be good.
Early Oct.	**Junker Spy**	Sims	More 3D driving, this time in a futuristic setting.
OTHERS			
	Nobunaga and his Ninja Force	Compile	A CD shoot 'em up, by the programmers of MUSHA Aleste, which looks trés smart.
	Lemmings	Sunsof	tLong-awaited conversion of Psygnosis' suicidal puzzle game.
	Rampart	Tengen	Conversion of unusual castles vs Armadas shoot 'em up.
	Wonderdog	Victor	Made in Britain platform game on CD. Great graphics.
	Black Hole Assault	Micronet	Fighting robots game, apparently a follow-up to early CD tragedy, Heavy Nova.
NOVEMBER			
20th	**Afterburner III**	CSK Research	3D jet fighter shoot 'em up looks like Sega's G-Loc.
Late Novembe	**Power Wrestler**	Kaneko	One-on-one fighting game in the style of Streetfighter II.
Late November	**Gods**	Mindscape	British platform shoot 'em up in mythical Greek vein. Was good on the Amiga.
OTHERS			
	Side Pocket	???	Ride the plains of the USA playing various forms of Pool.
	Golden Axe III	Sega	More fantasy hack 'em up action. Can Sega inject something new into the old format?
	G-LOC	Sega	Conversion of the great-looking follow-up to arcade Afterburner.
	Mickey and Donald	Sega	The sequel to Castle of Illusion puts the two Disney characters together in a spectacular world of weird platform action.
	RBI 4 Baseball	Tengen	Another baseball game, featuring all the things you expect to find in a baseball game.
	Ball Jacks	Namco	We don't know anything about this, except that it's supposed to be a completely original game.
	Wolf Child	Victor	Ex-Amiga game programmed by Core in Britain. Looks great and plays much like Strider.
	The Secret of Monkey Island	Victor	Superb graphic adventure by Lucasfilm. CD only.
DECEMBER			
	Super Shinobi 2	Sega	More Mushashi action in the sequel to one of the best platform beat 'em ups on the Megadrive.
	Final Fight	Sega	A CD version of Capcom's superb street fighting coin-op. See pp 16 and 17 for more info.
	Steel Talons	Tengen	Conversion of the helicopter combat coin-op.
	Road Riot 4WD	Tengen	Interesting road racing game which features mega-trucks.
	Boogy Woogy Bowling	Viscon	A ten-pin bowling simulation (what else?)
EARLY '93			
	Streets of Rage 2	Sega	Follow-up to the top beat 'em up, features enhanced graphics, an extra character and more moves.
	Captain America and The Avengers	Sega	The Avengers assemble with the Cap in this conversion of the Data-East coin-op (which was a bit iffy).
	J`Wing Commander	Sierra	3D Space combat simulator which should make good use of the Mega-CDs sprite scaling.
AND FURTHER YET...			
	Phantasy Star IV		Next instalment in Sega's epic RPG series is a 16 M-bit cart.
	Night Striker		Conversion of an old 3D shoot 'em up featuring a flying car.
	Ninja Warriors		Conversion of an older Taito slash 'em up starring robot ninja.
	Slapfight		Conversion of an antique vertically-scrolling blast which could be quite good fun.
	Terror Forming		Dunno, but it's got a good name hasn't it?

now this is MEGA...

...calling all Mega Drive, Master System and Game Gear Fans - this is the SEGA -

PowerPlay CLUB

CHECK THIS OUT-

* Guaranteed low price carts - 15% or more discount
* Computer managed swap scheme
* Discounts on hardware and accessories
* Hottest new games - fast
* Regular special offers and extra special discounts
* Advance Order Service - you'll get it as soon as its available
* Helpful, happening + well informed staff (honest!)
* Newsletter with hints, tips, news and reviews
* Exclusive club products
* 24hr ordering facilities
* Free competitions - prizes worth £1000s
* Exclusive club membership card
* 100% SEGA

LESS THAN £1.00 PER MONTH

...all this and much more for under £1.00 per month and you get discount vouchers worth more than £10.00 when you join - *are we crazy or what?!?*

JOIN NOW

If you join *NOW* you will get £20.00 worth of discount vouchers as well as a special members card. *We must be completely bonkers!* Or send for a free Info Pack (either way you won't even need a stamp).

FREE COMPETITION*

As an added bonus you will be entered into our free competiton with a first prize of either a Game Gear, Mega Drive or 3 carts of your choice. You don't have to join to win!

** The competition winners are picked every two months. Winners notified by post.*

GIVE US YOUR PERSONAL DATA

☐ Yes I want to join NOW. I enclose £11.00 cheque or postal order made payable to PowerPlayClub. Credit cards accepted -

Card No. _____ exp ___/___

My system is - Mega Drive ☐ Master System ☐ Game Gear ☐

☐ Please send me at the speed of light an Info Pack so that I can join the - PowerPlay CLUB

name _____

MT

address _____

_____

post code _____

PowerPlay CLUB

FREEPOST
CHICHESTER WEST SUSSEX PO19 1BR
Tel: (0243) 531194 Fax: (0243) 531196

MT 10 STATUS:
PREVIEW

SONIC 2

PUBLISHER
SEGA

PRICE
TBA

FORMAT
8M-BIT ROM

DEVELOPERS
ORIGINAL SONIC TEAM

RELEASE DATE
27th November '92

Every Megadrive owner in the world must have played Sonic the Hedgehog at some point in their console-owning lives. It's Sega's biggest-selling game ever and Sonic himself now rivals Nintendo's Mario as a video games icon, complete with branded clothes, badges and even a Sonic health drink. What next? A TV show?

Well, before the TV show (if there is one, which wouldn't surprise us), Sonic fans have the release of the second Sonic game to look forward to. Sonic 2 follows a similar format to the first, but features numerous graphical and gameplay improvements, as Paul Glancey found out when he visited Sega's London HQ.

SONI

The programmers decided it would be a good idea to start the game on familiar ground. Hence, an updated Green Hill Zone...

...which looks a little smarter than the original.

THE TALE OF TAILS

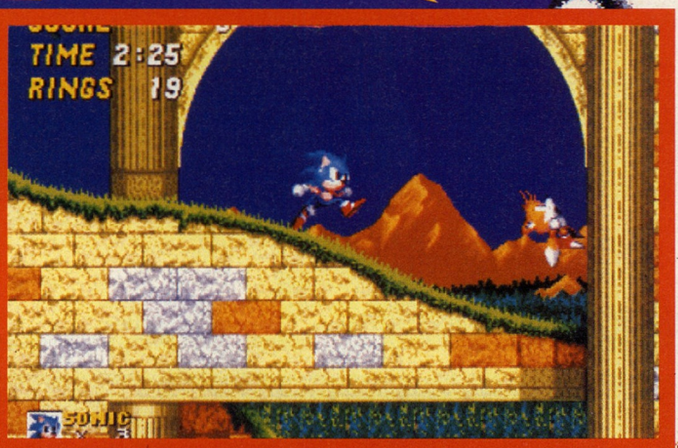
After producing the biggest-selling Sega console game ever, the original Sonic team have stuck together to produce the sequel. Sonic's creator is a Japanese game designer named Naka and is leading work on Sonic 2 in Japan, though certain modules of the program, such as the bonus stages, are being produced and slotted together by an American team.

Even Naka says that there's no real plot to Sonic 2 as yet, but the gist of it is that Sonic's nemesis, the evil Dr Robotnik, is up to his old tricks again and has set about trying to take over the entire world by brainwashing cuddly animals and encasing them in robo-death suits. Sonic has to put a stop to all this, and this time he's joined in his quest by a new character, a fox cub with two tails called... 'Tails'.

Together, Sonic and Tails have to cross at least eight stages (or maybe more, that detail hasn't been fixed yet) in the search for Robotnik's HQ. As in the first game each stage is laden with hedgehog-hurting traps and Robotnik's robotised creatures, which this time include tree-climbing monkeys, lizards, hornets, snakes, fireflies, dinosaurs and cave creatures who drop spikes on our heroes.

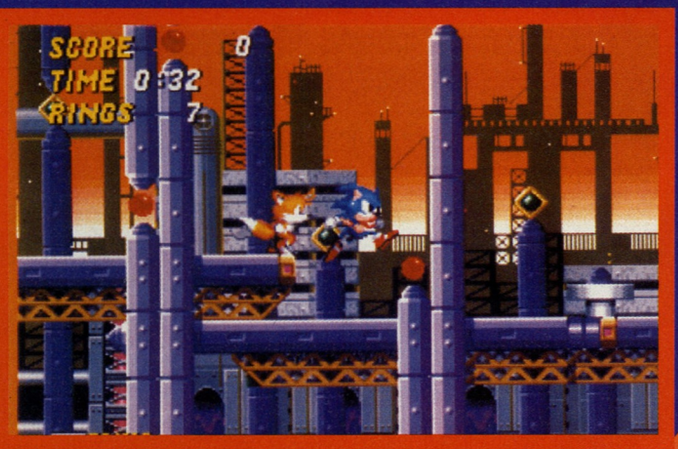
Sonic has retained his athletic form, and he can take advantage of a familiar line-up of power-ups (speed shoes, shield, invincibility). The basic gameplay is pretty similar, too and Sonic's goal is to get to the far right of each stage collecting the magic rings which are lying about the landscape.

C2



▲Tails legs it up an arch in a later stage..

▲ Notice the detail on the scenery graphics!



▲ Tails follows Sonic across an industrial landscape.

Remember that excellent bonus stage in the first game? Well, Sonic 2 has something which Sega say is even better! Sega are keeping the exact nature of the new special stage a secret but they promise it will be unlike anything ever seen before and will play brilliantly.

WITNESS THE SPECTACLE!

Sonic I had its critics, but there was no denying that it was a pretty spectacular game to look at, and Sonic 2 looks even better! All of the game graphics look more colourful and are more detailed, from Dr Robotnik's helicopter car and flame-throwing tank to the little sparkles which surround Sonic when he's invincible.

Some of the most noticeable enhancements are in the obstacles which confront Sonic. The original loop-the-loops are still in there, but this time the loops are joined together to form double or triple loops. Some of them are sited over secret rooms, so you have to run up to the top of the loop then get Sonic to spin straight down to smash through the ground to hidden tunnels. Even more spectacular are the corkscrew paths and giant helix sections where two paths run up and down past each other.

The second stage of the game (a vast cityscape called Metropolis) features massive downhill ramps and when Sonic legs it down these he can reach incredible speeds (even faster than in Sonic I), and with loads of detailed background scenery zipping past in parallax this bit looks reeeally smart.

Other new features include spring boards which flip Sonic upside down momentarily, networks of glass transporter tubes, elevators which slide down vines, systems of angled spring bumpers and see-saws both of which propel him upwards at high speed. Watch out for vines in the spooky cavern levels because Sonic can yank on these to open up sections of floor!

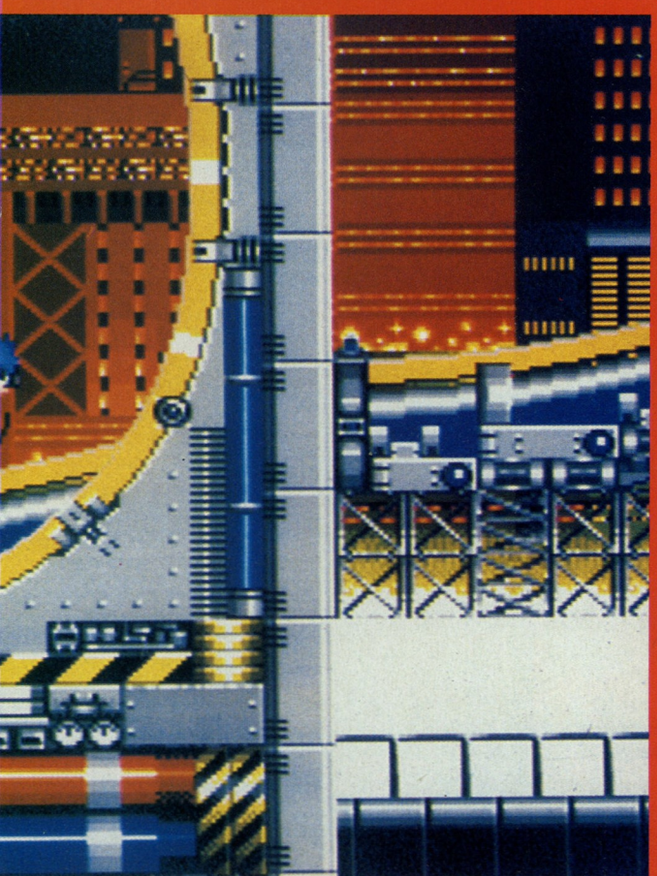
▲ **The Metropolis level, with its high speed loops and split**

◀ **All the multi-level parallax scrolling makes stages like this a treat for the eyes!**

SONIC TWO PLAYER MODE!

In single-player mode, Tails follows Sonic around the landscape. So what, you might ask, is the point of having a second character in the game? A-ha! Switch to the innovative two player mode and you'll be able to take control of Sonic while someone else handles Tails!

Of course, two player games have been done before, but the Sonic programmers have done something a bit special for Sonic 2. Considering the size of the levels it would have been restrictive to the gameplay to keep both players together on a single screen, so the programmers have worked out a way to cram two full screens worth of pixels into one. They've done this with a fancy screen-splitting technique which effectively doubles the vertical resolution of the Megadrive display from the normal 224 lines to 448! A full screen showing Sonic's surrounding then appears at the top of the screen, while Tails' part of the game sits at the bottom. This results in the characters looking a bit squashed, but it does allow them to go their own way around the game!



roadways looks absolutely amazing!

SUPER SONIC ON CD!

Prospective Mega-CD buyers will be pleased to hear that there will be an enhanced CD version of Sonic 2, appropriately entitled Super Sonic, released early next year. Not much work has been done on this version of the game yet, but Sega expect to include fully orchestrated CD soundtracks, extra levels and some features which use the Mega-CD's sprite scaling and rotation abilities. Watch this space for more news!

WILL IT BE OUT ON IMPORT FIRST?

The answer to that question is a definite 'no'. Sonic 2 is being released in Japan, the USA and Europe on the same day, Tuesday, November 27th, dubbed 'Sonic 2's day'. Demand is bound to be very high indeed, but Sega plan to avoid the massive supply problems they had with the first Sonic game and are arranging to ship out enough copies of the game to shops satisfy Sonic's eager fans.

FIRST IMPRESSIONS

I can't give you a definitive answer on whether Sonic 2 will be able to live up to Sega's hype, after all this is only a preview based on a half-finished copy of the game and there is still a lot to go in. But seeing as this is probably the most eagerly awaited game of the year I'll give you my first impressions.

While the basic gameplay is pretty similar to the original's there are loads of added touches, such as the extra moves and the two-player mode and the new obstacles and sharper graphics make this even more visually stunning than Sonic I. The main criticism of the first game was that it was just too easy, but Sega promise that Sonic 2 will definitely be more challenging, though whether this will be via a player skill select hasn't been decided.

Sonic's first adventure is Sega's biggest selling game ever, and I wouldn't be surprised if Sonic 2 topped even that. Find out how good it really is in the full review coming next month in MegaTech!

MT 10 STATUS:

PREVIEW

MEGALOMANIA

PUBLISHER
VIRGIN

PRICE
TBA

FORMAT
8 M-BIT ROM

DEVELOPERS
SENSIBLE SOFTWARE

RELEASE DATE
DECEMBER

Megalomania caused quite a stir when it was released on the Amiga at the end of '91. Like Populous, it allowed you to play God to an unsuspecting civilisation, but in this game the onus was developing better weapons to do over your opposing Gods' civilisations with. This combination of strategy and all out war would have made it a smash hit had publishers Mirrorsoft not folded. Fortunately for Megadrive owners, Megalomania was one of the titles rescued by publishers Virgin, who commissioned developers Sensible Software to produce the game on console.

MEGAL

▲ The big hole is an open mine, which is the most primitive type.

▲ Enemy troops are materialising around your undefended fortress.

▲ This fortress has guards stationed in the towers. They'll try and fight off attackers

▲ You start by assigning how many men you want on each island out of your total of 100.

OFF TO WAR

New worlds aren't very common, so when one appears you can expect a deluge of minor deities haggling over posession. In this case there's you and three other would-be almightys being omnipresent on the same turf. Each has their own corner, complete with simpleton mortals, and the aim is to do each other's population in. The way to win is to direct your civilisation to invent better weapons and breed like rabbits to produce a strong army. Then, when you think they are ready, send them out against your foes.

The game is divided into nine epochs, starting with prehistoric, where your people chuck rocks at their people, through biblical, medieval, industrial, where they go at each other in planes and, finally, the technical age where nuclear weapons are launched, SDI systems are set up to blast them down and UFOs are sent to vaporise enemy fortresses.

In the early stages weapons can be produced from rocks and sticks which are in abundance, but as the game progresses your people will have to build mines and factories. Time is an important factor, as the better the weapon the longer it takes to construct. So while your men are working on project X, your rivals may be developing a lesser weapon that will be complete in half the time, so they'll be able to attack first.

GODFLESH

The gods each have different strategies and temperaments, but they all try to grab as much land as possible early on in the game. If you're facing two or three rivals you can form an alliance with one of them. This means they won't attack you, and you can move your troops through their land. There aren't any guarantees though, and either side can break the deal and attack without warning.

When you conquer an area your troops automatically start work constructing a new fortress to consolidate their position.

MANIA

THE PRODUCTION RUN'S COMPLETED

One feature that has been carried over from the Amiga version is the digitised speech. There are 48 phrases in total, which notify you when something happens. Radio actors where brought in to provide the voices, and the end result are hammed-phrases such as the check-out girl who says that 'The production run's completed'. It's the inclusion of these that pushes the size of the cartridge up to 8 M-bit.

CAPTAIN SENSIBLE

The Sensible Software duo of Chris Yates and John Hare have been dangling around the software industry for some time now. Their first attempt at making software history was a Spectrum game written in BASIC and entitled Escape From Sainsbury's. Unfortunately for the entire world, this was never released. Surviving this set-back they went on to produce the interestingly-named Sodov The Sorcerer which almost set the Spectrum software scene alight set in 1985.

Moving to a different tack, the boys started work on a line of Commodore 64 products, which started with Galaxibirds, then continued with the stupendous WizBall, the almost-as-stupendous Microprose Soccer and a little-known budget game called Oh No! which, as far as we can remember, featured robot cows.

From there, they expanded their team of code-meisters and moved into Amiga games, producing the original version of Megalomania with the aid of ex-business software programmer Chris Chapman, WizKid, the follow-up to WizBall, and the 16 bit versions of Sensible Soccer which has been hailed as one of the best football games yet. Watch out for a Megadrive version of that soon!

The team have recently been joined by famed ex-Damned keyboardist and Atari ST player, Captain Sensible, who rang the team up and asked if they would let him do the music for Sensible Soccer. Not surprisingly, the lads were happy to oblige. Cripes! What a crazy video games world we live in!

▲One of Megalomania's several static screens.

▲The Sensible boys, not looking very, er, sensible.

MEGA MAIL

What a wild crop of letters we've had this month! Some of you seem to have been driven mad by the heat over the summer, but hopefully the autumn drizzle (which is drizzling as I write this) will have cooled your fevered brows by next month. So if you want to state your case on Mondo Megadrive, write to me, the editor, at this address: MEGAMAIL, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Best letter of the month gets a MegaTech T-shirt, guaranteed to make the writer the belle (or beau) of any ball.

THE RETURN OF THE MEGADRIVE MISTRESS

Dear MegaTech,
Thank you for printing my latest Mickey Mouse score. It's nice to know that I'm not just a number, judging by your "Sharon Mitchell returns!" comment. But please can you change my address in the Hyperplayers table to FRASERBURGH, if not for me, then for my newsagent (and good friend) Ian, so he can say "I know her!" or something .

Fraserburgh is 400 years old this year, we've even had the Queen ('God bless her'–PG) for a visit, but nothing could beat having our glorious town's name in MegaTech. Go on, do your bit for our celebrations. Make it your good deed for the year. Anyway, I'm getting ticked off seeing Ealing after my name when I've been living in FRASERBURGH for six months.

P.S. Not only have I been in FRASERBURGH for six months, I've also been Megadriveless for that time (I used Ian's for my MM score) yet I still buy MegaTech. I think that deserves a T-shirt so I can wear it till I can afford another Megadrive. Six months is too long between Klaxes!!

SHARON MITCHELL, Mistress of the Megadrive from FRASERBURGH.

I thought I'd fixed that! Sorry, Sharon, but if you turn to this month's Hyperplayers section you should find that your address has been corrected, though your Mickey Mouse score has been knocked off the table! Luckily your Klax score endures ever onwards. Anyway, for the honour of FRASERBURGH, and as recompense for getting it wrong for all these months, please accept a handsome MegaTech T-shirt which will impress your newsagent friend no end, I'm sure.

RAVE ON!

Dear MegaTech,
I'm fed up with hearing stories about Super NES games being better than MD games. There are a lot of games on the Megadrive better than Super NES games, for example, Pitfighter, John Maddens, PGA Tour Golf and a lot more. My friend who has a Commodore 64 says MDs are crap. How can he say this if he's got a rubbish machine?

Please could you answer these questions, because if you don't I will come round and severely punch your lights out.
1. Is the Megadrive with the Mega CD better than the SNES?
2. Is Taz-Mania better than Sonic?
3. Will there ever be a Streets of Rage 2?
4. If yes, when?

MARK TURNER, LANCASHIRE.

Mark! Mark! Stop! Take a pill or something! You're becoming incoherent! You're making completely pointless points and asking hopeless questions which everyone else in the world knows the answers to. Try writing to another magazine and maybe you'll find someone who'll listen to your ravings.

TRUE OR FALSE?

Dear MegaTech,
In your seventh issue you said that Monkey Island was coming out on the Mega-CD. Is this true?

AUSTIN KING, GORESBRIDGE, IRELAND

Nawww, actually we made it all up just to keep you guessing. OF COURSE IT'S TRUE! Would we lie to you?

THE LAST TEMPTATION

Dear MegaTech,
Last Christmas I went into a shop and bought a copy of MegaTech issue 1, partly for the purpose of seeing if the latest RPG on the Megadrive, The Immortal, was worth parting with forty pounds of my hard-earned cash for. Naturally, I wanted this forty quid's worth of game cartridge to last quite a while, so I made a special point of checking the long-term play box to make sure it was a worthwhile purchase. "95%, I can't go wrong here," I said, and proceeded to save for the game. However, at the same time the following month, when I had the cash, I went into a shop to buy a copy of MT2, and discovered to my horror, that inside the weighty tome was part one to a complete playing guide for The Immortal. A mite disappointed, I shuffled off to my local importers and ordered a copy of Devil Crash (a truly excellent game). The seasons came and went, and one fine morning in the middle of July, I decided to buy an RPG. On consulting MegaTech I discovered that the game for me must be Wonderboy in Monster World, so I started saving for the game. A month later I bought MegaTech and was shocked to discover that you had done it again, this time a complete guide to Wonderboy in Monster World. By now I was a trifle upset, but anyway I phoned up my local importers and ordered Desert Strike (another truly amazing game). A few weeks later I wrote this letter.

Why is it that you persist in printing solutions to RPG's like The Immortal, Shining Force and Wonderboy 3 when the purpose of playing these games is to solve the problems yourself. When you take away this element of the game all you are left with are the combat sections which are often very irritating, and the graphics which are normally dull as RPGs consume vast amounts of memory. I know some people might be able to resist the temptation to look up the guides, but to most of us mere mortals, I am sure the temptation would be too great. I don't mind so much when someone writes and asks for help with a clue they are really

stuck on, but these playing guides completely destroy the lastability of these games. I myself got a loan of The Immortal off of a friend and completed it on the same night as being given it using the guide. Sometimes you don't even give gamers a chance to try out these games without help for even a short while (you published part one of a Buck Rogers guide in the same magazine as the review!).

Surely there must be an alternative for people who want to be told the complete guide to their games, (although I don't know why they would want to) such as confining the solutions to the Hyper Technique Line and using the Hyper Technique Zone with platform games and beat 'em ups where the enjoyment of the game is still retained.

Please print this letter as I am sure many other people have strong views on this matter.

JAMIE CAMBELL, HAMILTON, SCOTLAND.

I'm sure they do, Jamie, and I'm one of them. The truth of the matter is that no matter what you say, you are responsible for your own actions and no-one forces you to read these solutions from start to finish. Quite frankly, if you start using a playing guide as soon as you get a game and then finish it in a couple of hours you've only got yourself to blame! I would have thought that most people would be able to exercise a bit more self-control than that, but then perhaps someone is secretly impregnating the pages of your copy with Sodium Pentothal, making you very prone to suggestion.

We print tips to help players who are stuck in a game and have perhaps grown fed up of trying to get any further. In that situation what usually happens (in my experience anyway) is that the game gets put on the shelf, perhaps never to be played again, so that player is not getting much enjoyment out of his game. People get stuck in games at lots of different points and if they all had to rely on getting help in our Helpline they'd probably be disappointed because we don't have enough space to print everyone's queries. If we were to confine RPG solutions to the Hyper Technique Line we'd have people complaining because they ran up a huge phone bill after listening to 20 minutes of speech before they got to the bit they were stuck on.

As for the Buck Rogers tips, they were a very simple guide to getting through the first four levels which were printed about a month after the game was on the shelves, so I doubt very much whether it destroyed anyone's enjoyment of the game.

POETRY IN MOTIONS

Dear MegaTech,
I noticed that all your other readers write in with a games solution or hints and tips. As a breath of fresh air I decided to submit this splendid little poem instead!

A SALUTE TO SONIC THE HEDGEHOG.

He soars through the land
like a whirling blue cloud,
with speed and agility,
wasting hardly a second to stop and rest
I wonder, who could this be?

Strong and courageous he faces fear,
a conqueror, a mighty hero,
With an energetic spin, his sharp spikes shimmer,
he destroys with a deadly blow.

Standing proud in his bright red trainers
he is as blue as the summer sky.
Our warrior is Sonic The hedgehog,
his legend will never die.

MARCELLA DELMOHAMED, MILTON KEYNES.

I think your use of the word 'splendid' in relation to this poem was somewhat wide of the mark.

HOT NEWS DELIVERY SERVICE

Dear Sir/ Madam,
I have bought every MegaTech since it was first brought out, simply because it is the best magazine for Megadrive owners. I have bought a few other mags and they all seem outdated in reviews and 'hot news' compared with your highly readable efforts. Is this because you are sent the games first? Or that they are lazy in writing their reviews?

I have a few other questions that I would like you to answer:

1. What has kept Lemmings from being released until now? I have been waiting in anticipation since April for an official or imported game, but no luck. Also why has there been no preview as Lemmings is the most popular game ever?

2. Will there be a conversion of Dragon's Lair onto the Megadrive? If there is, is it going to be like the arcade original; a few seconds of animation before being called upon to do your job? If not, Space Ace or Dragon's Lair II would be great.
3. Lastly, I have just bought Fantasia and I think

that it is very good. The graphics are the best yet on the Megadrive and the sound is very near to the classical music that is used in the film. The game is a bit hard, but in every issue of MegaTech there is a reader complaining about how easy Megadrive games are and having to put the game on hard mode. Fantasia has loads of hidden rooms and levels to keep you going for days. By putting the game on easy level it is quite enjoyable and still lasts for a couple of hours. My rating for the game is 87% and think that you should go back to it and play it on the easy level.

SCOTT WILKINSON, MANSFIELD.

Before starting MegaTech, myself and Julian both started writing about console games for Computer and Video Games back in 1988, while other journalists were stuck into their Atari STs and Spectrums, so we've got the connections and the experience necessary to provide you with the best Megadrive news.

1. According to Sega, Lemmings has run into a few contractual problems, and until all the associated parties have signed on the dotted line, the game won't be released. Don't worry, though, as that shouldn't be holding things up for much longer.

2. No news on any of those games, though similar titles will be released on Mega-CD.

3. You're entitled to your own opinion about the quality of Fantasia, but I don't agree that the graphics are the best on the Megadrive, and as for the quality of the music–I can only assume that you've recently suffered some middle ear damage without being aware of it. Myself, I found the game itself to be extremely annoying to play, even on the easy setting.

PLUM FOR BRAINS WRITES...

Dear MegaTech,
I am writing in response to a letter you printed in issue 6 called "Lost one giraffe". In my opinion Andre Worwood is a complete plum. I have a Megadrive and 48 games. I find none of them poor. So if you're reading Andre, get lost, you crap computer owner.

I quote the great MegaTech with this finishing sentence, 'A console is a console, a C64 is none'.

GERALD DUNPHY, LONDON.

He might have been a plum, but you're clearly 'bananas'. Ahahahahaha! God, how witty I am! 'Plum'! 'Bananas'! Oh dear me. There's nothing you can't achieve with a good fruit gag, let me tell you.

MEGATECH GETS IT WRONG CLAIM

Dear MegaTech,
I would just like to get one thing settled. In your game index you've put down 688 Attack Sub as being Electronics Arts. I happen to own the game and know for a fact that it is made by Sega, so would you please rectify it. Other than that your mag is most triumphant, so keep up the good work.

PS. Dark Castle is absolute poo, but what are those things that shout 'NI NI NI NI NI'?

KARL SMITH, WARWICKSHIRE

Yeah, okay, 688 Attack Sub has Sega all over the packaging, but it was actually programmed by Electronic Arts who then gave it to Sega to market. So you're right in a way, but not in a way that counts. I don't know what the things that shout 'NI NI NI NI NI' are, but they look like alarm clocks with arms to me.

HARD HITTING REVIEWERS!

Dear MegaTech,
What an excellent magazine, good hard hitting reviewers, good tips section and above all, a good balanced magazine.

Well onto the main body of this letter, I do wish that all Megadrive owners would stop crying over Streetfighter II. I am fed up with letters asking when SFII is coming out or being released, it really is up to Sega and Capcom in Japan to decide if this is going to happen. If Sega do wish to release a similar game, I hope they put it on Streets of Rage II as an optional extra to compliment it, something like, say, the Super NES version of Turtles IV.

A second point that needs to be put to rest is the old "My machine is better than yours"; let me say that each machine is good in it's own rights, the Megadrive is an excellent games machine, the Amiga is a great all round computer. Now that games are being converted to both formats, i.e. Amiga to Megadrive, Megadrive to Amiga, by companies like EA. This old rivalry should end. I rest my case. One final thing, when is Fighting Masters set to be officially released?

DOMINIC ANGELONE, BELFAST

Zzzzzzz. Eh? Oh, yes absolutely. I thought I said all that a couple of months ago didn't I? I must compliment you on spotting the hard-hitting nature of our reviewers, though. I smacked Mark in the face the other week and he stamped on my toe causing intense pain for several minutes. Still, it's that kind of tolerance for pain that makes a good reviewer.

MORE REVIEWS PLEASE

Dear MegaTech,
Me and my brother have collected each issue of MegaTech and I'm sorry to say that we believe the mag has declined since the early issues. The reason is simple; in issue 2, 13 games were reviewed and there was 12 pages of (Hyper) Technique Zone. Issue 9 reviewed only 6 games and there was an astounding 20 pages spent on Hyper Technique. It's all very well giving tips on various games, but I'm certain the people who own these games are in the minority. Surely the space should be spent on what the rest of us readers really want, games reviewed.

MICK & JOHN LAWLOR, BIRMINGHAM

Hey, look, Mick and John, we don't write the games, we just write about them. If we did write them it would make getting a good supply of them in for review a lot easier than it was last month.

It's been a bit of a traditional thing that software releases drop off over the summer and build up towards Christmas when people are prepared to spend their cash (MT 2 was written around last Christmas time). Consequently there were very few games released or available for review while we were putting together the last issue in the middle of August, so we decided to print more tips than usual. You'll notice, though, that we were able to get some pretty hot games while other mags floundered around looking for something to review, by any means. Rest assured, as the volume of releases increases around Christmas, we'll be reviewing and previewing them first.

MEGATECH GETS IT WRONG CLAIM II

Dear MegaTech,
I find that your mag completely beats all of the rest, but I do have to grumble about one thing.

In issue 7 I entered the 'Stone Cold Sober Sega Giveaway' or the 'Taz' comp, but when I rushed to the shop to collect MegaTech issue 9, I saw that you had printed the correct answers. As I skimmed through, I realised that you had made a mistake.

For question 1, ' Who was Bugs Bunny's moustachioed, gun totting adversary? ', you had the printed answers saying '1a. Elmer Fudd '. Elmer Fudd did not have a moustache, I think that you will find the correct answer to be Yosemite Sam.

I hope that the entrants were not marked like this or many people like me would be missing out on those 'Taz' goodies. You have made a mistake, but I think it will be forgivable if other readers in the same situation are put right.

ADRIAN CASWELL, PETERBOROUGH

Don't worry Adrian. The erroneous 'a' was the product of new boy Tom's dodgy typing when he was compiling the competition results, and the prizes did go to entrants who gave Yosemite Sam as the answer. You'll be equally pleased to hear that Tom has been given a good licking, and has been put on a course of typing lessons.

GOT A HAND-HELD?..THEN GO! AND GET THIS!

FORMAT CD ROM

MT 10 STATUS: REVIEW

PRINCE

BY VICTOR

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: PLATFORM PUZZLE

CONTINUES: GAME SAVE

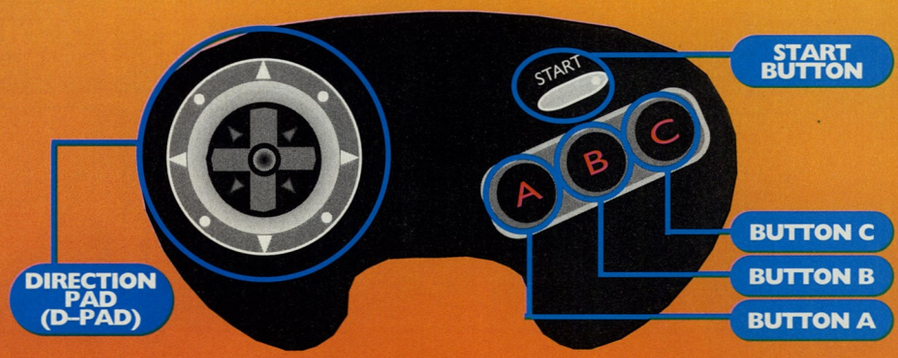
SKILL SETTINGS: 1

The Sultan of Persia has taken a holiday and left his sultanate in the sweaty palms of his Grand Vizier, Jaffar, who, in true panto style is really, really evil. He's so evil that he's kidnapped the Sultan's delicious daughter and thrown her heroic, princely boyfriend in the palace dungeons. Driven by his evil carnal urges, the Vizier has told the Princess to marry him or else and to make sure she agrees he has cast a spell which gives her an hour to live, unless she gives in to his advances.

Meanwhile, in the dungeon, the Prince has escaped from his cell and is on his way through twelve platform-packed parts of the palace to find his girl and put paid to the Vizier's plan. Jaffar, being somewhat skilled with the crystal ball, has foreseen this breakout and has posted his favourite guards and set fiendish traps in his path. Luckily, the Prince is a bit of a gymnast, not to mention an expert swashbuckler, and if he can only find a sword Jaffar will be rendered seedless...

RUNNING, JUMPING, STANDING STILL

Super-realistic sprite animation make the Prince a mighty versatile character, and once you've got the hang of the joypad controls (which takes a while), you can get him running, jumping, crawling and sword-fighting with the merest flip of your thumb. Seeing as the instructions are in Japanese, potential buyers can use our MegaTech Control Pad Display Diagram to learn the moves.



RUN OR STEP LEFT
D-PAD LEFT.

RUN OR STEP RIGHT
D-PAD RIGHT.

JUMP STRAIGHT UP/PARRY WITH SWORD
D-PAD UP.

JUMPING
D-PAD UP+LEFT/RIGHT.

CLIMB DOWN/HOP/ SHEATH SWORD
D-PAD DOWN+LEFT/RIGHT.

GRAB A LEDGE AS YOU FALL PAST IT/THRUST WITH THE SWORD
A BUTTON A.

SINGLE STEP
D-PAD LEFT/RIGHT +BUTTON A.

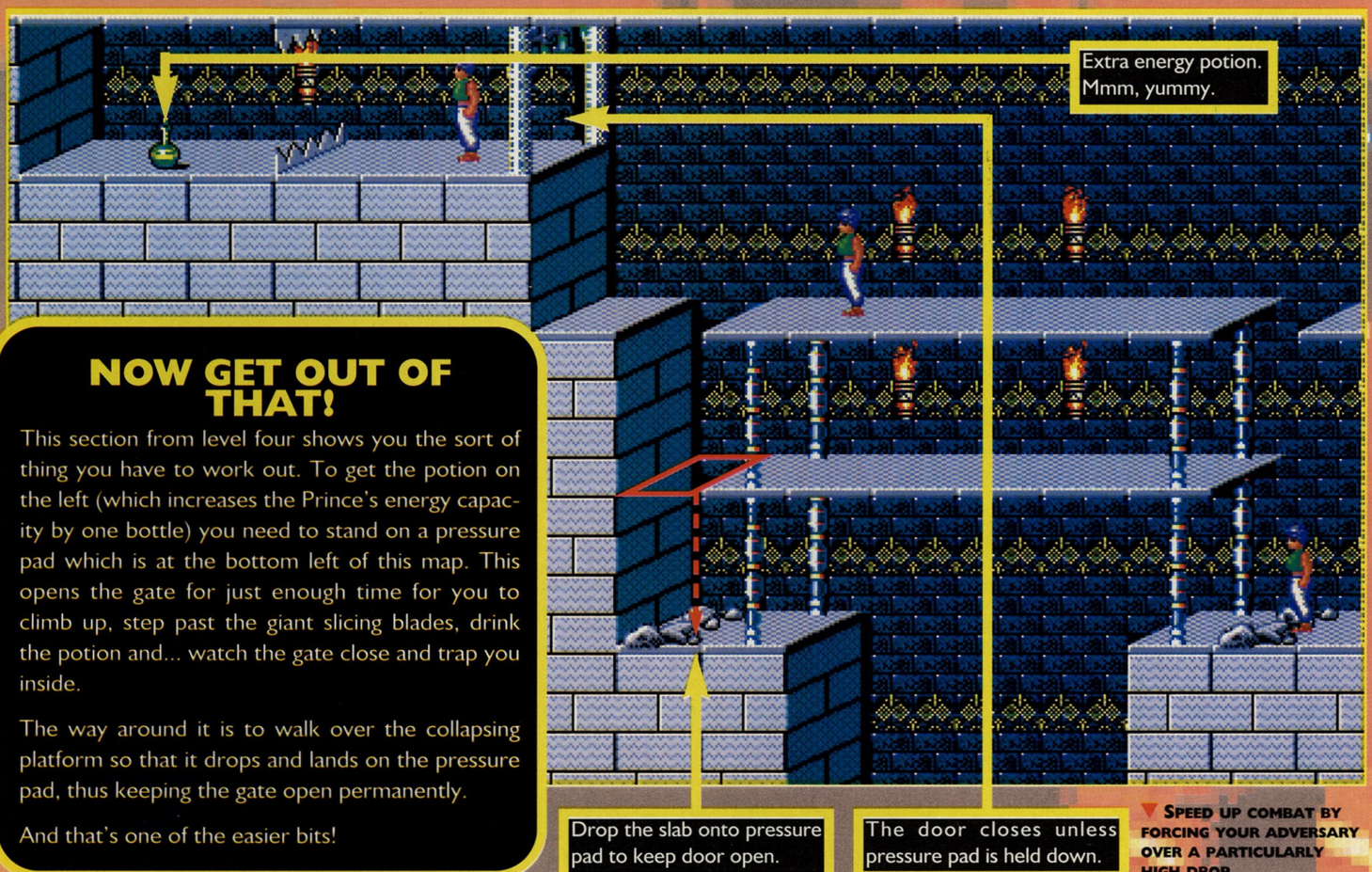
LONG JUMP
D-PAD UP LEFT/RIGHT +B.
Run up and hold down the button during the last 3 steps.

BUTTON C
SAME FUNCTIONS AS BUTTON A.

START BUTTON
CALL UP THE OPTIONS

PRESS A TO THRUST WITH THE SWORD AND UP TO BLOCK THE GUARD'S BLOW.

OF PERSIA



NOW GET OUT OF THAT!

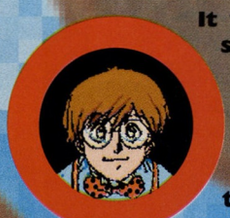
This section from level four shows you the sort of thing you have to work out. To get the potion on the left (which increases the Prince's energy capacity by one bottle) you need to stand on a pressure pad which is at the bottom left of this map. This opens the gate for just enough time for you to climb up, step past the giant slicing blades, drink the potion and... watch the gate close and trap you inside.

The way around it is to walk over the collapsing platform so that it drops and lands on the pressure pad, thus keeping the gate open permanently.

And that's one of the easier bits!

▼ SPEED UP COMBAT BY FORCING YOUR ADVERSARY OVER A PARTICULARLY HIGH DROP.

PAUL'S COMMENT



It was the superb Super Famicom version that really turned me on to Prince of Persia, and while this version has only got the original twelve levels rather than the Famicom's 20, there's no denying that it's a superb platform game. The graphics are ace, the CD music is excellent,the puzzles are ingenious and once I'd started playing I couldn't resist sneaking in odd goes until I'd finished it almost a week later. I do have a gripe with the control method, though, because it takes ages to get used to. This is one game that demands a joypad with perfect responses and it took me hours of smashing up a load of substandard ones before I finally found a perfect one I could use. The only other regret is that the programmers didn't make more use of the CD. It's another game with a long intro and great music and speech (in Japanese, alas), but I'm sure those twelve levels could fit on an 8 M-bit cartridge. Still, Mega-CD owners can rejoice in the fact that there are now TWO good games they can play on their systems!

SWORDPLAY

Posted around the maze of platforms are a load of Jaffar's henchmen who have orders to chop the Prince into little pieces should he run into them. Attack being the best means of defence, it's wise to arm yourself with the sword which is to be found at the far left of the first stage before trying to get past these blokes.

In a battle you can attack or defend by thrusting or parrying with the sword. To win a battle you just have to keep slicing away at the swordsman until his energy bottles at the bottom right of the screen are completely empty. Of course these guys are no dummies and they try to do exactly the same to you. However, if you can get your foe in the right position you can drive him into a slicer, onto some spikes or over a precipice, which is very impressive.

MECHNER-TECH

Prince of Persia has appeared on just about every system under the sun–Amiga, ST, Apple Macintosh, Super Famicom, Master System, even the Gameboy.

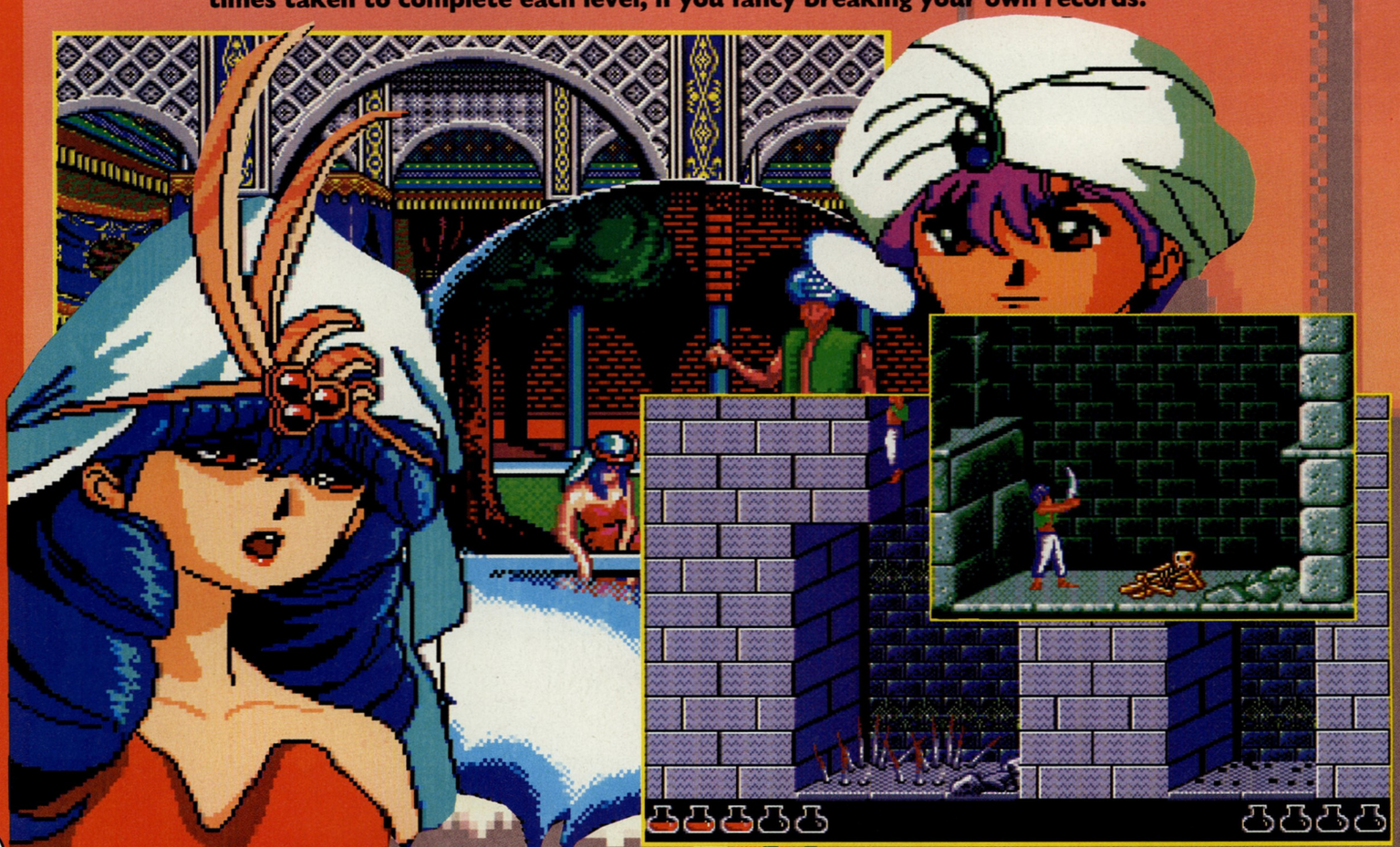
The game was originally designed by an American programmer, Jordan Mechner, who started in the game developing business in the 80s with a Commodore 64 and Atari beat 'em up called Karateka. As with Prince of Persia, the most impressive feature of Karateka were the between-level narration bits and the super-smooth animation on the characters, though on these 8 bit machines the movements were so slow they resembled the action sequences from The Six Million Dollar Man.

▶ KARATEKA ON THE NES. NEAT, BUT SLOW, ANIMATION.

▼ ONE OF THE MANY INTER-LEVEL CUT-SCENES.

SAVED!

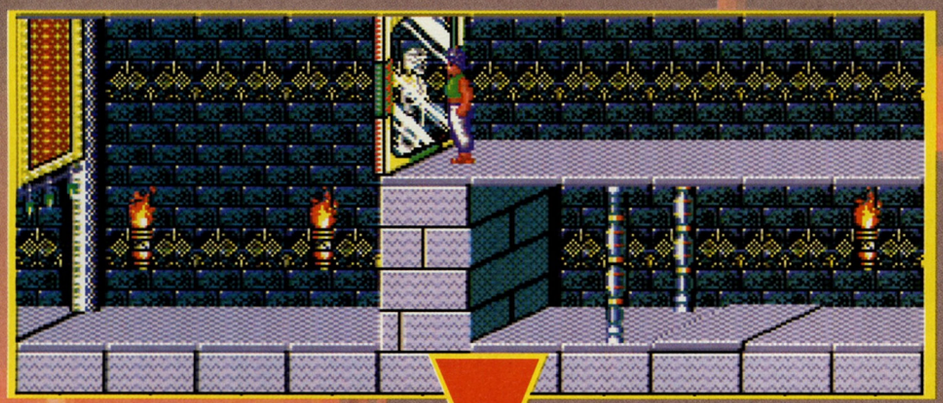
To get through all twelve levels without running out of time it's essential to use Prince of Persia's game save option. This feature can be accessed at any time in the game and lets you start from the last level reached by saving data into the battery-backed memory of the Mega-CD unit. There is space for twelve positions so if you find you're spending too long on one level you can go back and start it again. The memory also stores the fastest times taken to complete each level, if you fancy breaking your own records.



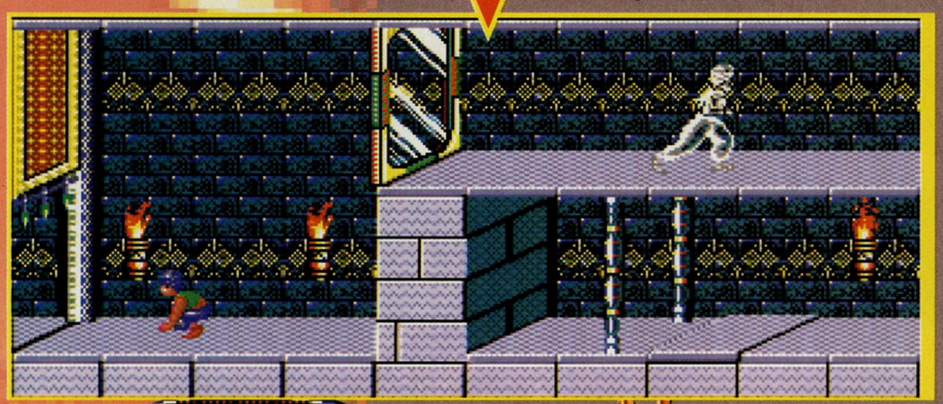
▲ HOLD DOWN A EVERY TIME YOU TAKE A LONG JUMP. IT MIGHT JUST SAVE YOU FROM A RATHER PAINFUL DEATH.

MARK'S COMMENT

Prince of Persia could have been the game that made the Mega-CD something you must have. Instead, like most CD titles, it could have just as easily appeared on cartridge. What it has is a mildly diverting intro that you'd only watch once and a decent CD sound track, after that you wouldn't be able to tell if the game was CD or not were it not for the pauses while the data loads from the CD. Apart from the lack of Mega-CD features, Prince of Persia is still a dead good game. It has all the atmosphere of the other versions, although the background colours are a little light, and requires the same level of pin-point accuracy. I have to whinge a bit about the control system though, it's sooooo frustrating. My heroic prince was constantly leaping into pits and onto spikes as I, presumably, nudged up on the joypad. This is the first game you must have for your Mega-CD, but don't expect it to impress doubters of the machine's capabilities.



▲ THE WAY AHEAD LIES TROUGH THE MIRROR. LEAP THROUGH TO TRIGGER A PUZZLE...



▼ AS YOU PASS THROUGH SO DOES YOUR REFLECTION, WHO YOU MEET LATER ON.

THANKS

To Charles Jackson who was kind enough to loan us his own copy of Prince of Persia before he'd even played it! Contact Cambridge Consoles (0223 211733) to discuss buying a copy.

PRINCE OF PERSIA

% RATINGS

0 50 100

PRESENTATION

85%

Nice intro animations, loads of options and excellent game save facilities.

GRAPHICS

89%

Could have done with a bit more variety, but animation is superlative.

SOUND

90%

Excellent effects and 24 superb tunes and backing soundtracks.

SHORT TERM PLAY

80%

Those controls make it tough to get started, but once started you're hooked.

LONG TERM PLAY

90%

Good players should complete it in a week, but it's a blast from start to finish.

MEGATECH RATING

90%

One of the best Megadrive platform games available, but it's a shame more use wasn't made of the CD.

FORMAT 8 M-BIT

MT 10 STATUS: REVIEW

NHLPA

BY ELECTRONIC ARTS

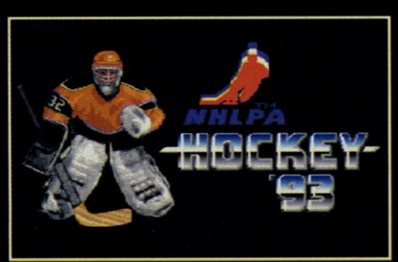
PRICE: £39.99

PLAYERS: 1-2

GAME TYPE:SPORTS

CONTINUES:BATTERY

SKILL SETTINGS:N/A



With the original EA Hockey being one of the most popular Megadrive games to date, a sequel was bound to turn up eventually. It's taken 18 months since the launch of the original for it to appear and for it EA have pulled a few extra ideas out of their magic hat.

For a start they've licensed both the American hockey leagues, including the teams and the players, which has lead to the inclusion of such noted hockey rollickers as Mario Lemieux and Wayne Gretzky. They've also added a battery-save mode which lets you store custom built teams and save your position in the game's tournament and, of course, there's the EASN news desk, with smiley front man and enough statistics to confuse the most avid fan.

SPOT THE DIFFERENCE

The obvious question to ask is what are the differences between Hockey 1 and Hockey 2? The answer is not that many. One of the greatest challenges was improving on the controls and general gameplay of the original, but they were so good to begin with that little has been done to alter them. There are, however, many cosmetic changes such as:

- **Super slap shots, which can shatter the glass behind a goal. Improved goal keepers, who are now a lot tougher, faster and can make diving saves and kick the puck away.**
- **Dramatic dives! Players can be flipped head over heels, and when they're hit really hard they lay down twitching in a pool of blood. Instant replays so you can watch your star player sewing up his hat-trick.**
- **Battery back-up so you can save out custom teams and tournament standings.**

▲ CALGARY VS QUEBEC–AN EXPLOSIVE HOCKEY COMBINATION!

▲ THE FACE-OFF. HIT B THE MOMENT THE PUCK HITS THE ICE TO GAIN POSSESSION.

HOCKEY

PENALTY CALL

Hockey is quite a violent game, partly because the players are encased in pads so they don't mind being knocked around, and mainly because the best way to tackle someone is to knock them off their skates. If the referee catches you performing any of the following, he'll send them to the penalty box at the side of the pitch for two to five minutes.

Holding - grabbing an opposing team member and not letting him go.
Roughing - steaming into another player with undue force.
Slashing - deliberately catching someone a right whack with your stick.
Crosscheck - like slashing, but this time your player holds the stick with both hands when he smacks them.
Tripping - shoving your stick between an opposing player's legs to make them fall over.
Hooking - obstructing someone with your stick.
Charging - barging someone after taking two or more strides.
Interference - slapping the goalie around.
Fight instigation - intentionally starting a fight.
Fighting - speaks for itself really.

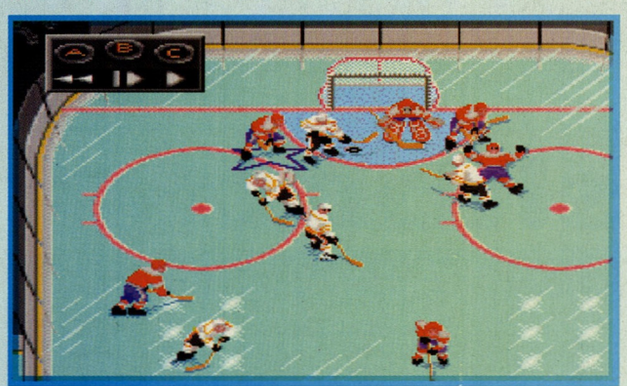
RULES AND REGULATIONS

There are a few basic rules you need to pick up before playing NHLPA. After an infringement there's a face off. This is where the teams' centres stand stick to stick, then the referee chucks the puck in between them. In the game there's a box in the corner of the screen which shows the sticks and the ref, and as soon as the puck hits the ice you've got to blat it to one of your players.

You're not allowed to hit the ball from one end of pitch to the other. If it crosses the centre line, the other team's blue line, and their goal line the puck becomes 'iced'. When this happens a face-off is set up in the offending team's half. This rule prevents the hockey equivalent of long ball tactics.

Offsides are something else that has to be looked out for. If one of your players is in the attack zone before the puck the referee calls an offside, which leads to a face-off. The way to avoid this is to either smack the puck across this zone, or to dribble it through, although with the latter you have to wait for your players to skate back first. If all this sounds a little complicated you can switch off all the rules bar the penalties for fighting.

▲ PENALTY! THE PLAYERS FACE-OFF IN ONE OF THE PENALTY CIRCLES.



▲ ONE MAN'S ON THE ICE! WILL THE PUCK GO IN?

MARK'S COMMENT

Like Super Monaco GP 2, NHLPA Hockey is good but it isn't different enough from its predecessor. The improvements are mainly cosmetic so I suspect owners of the first game will feel cheated if they shell out for a game they already own. But of course, if you don't own the original, this is still a very good game indeed. It's like a more down-to-earth, skill-intensive Speedball 2–with extra violence. The controls take a little getting used to because you can't stop a player dead, you have to either skid to a halt or bring them around relatively slowly. I was inclined to play with most of the rules switched off as off-sides break up the action too much. Not a game I would recommend to fans of the original, but if you haven't tried it you should take a look at this.

HOCKEY FIGHTER 2

Even the hardest players can be pushed too far. A player who takes a constant battering will eventually snap, throw down his gloves and you've got a fight on your hands. Press A to grab a handful of your sparring partner, B to punch them in the face and C to launch one at the bread basket. The referee has more sense than to step in between a pair of large, battling hockey players, so a fight only ends when one person has been beaten senseless. The winner can expect a five minute penalty, while the loser is ruled out of the rest of the game. This lets you use the highly unsporting tactic of bringing on your biggest players, annihilating your opponents' stars in one-on-one combat, then bringing your top players on again to run rings around what remains of the opposition.

▲ FIGHT! FIGHT! FIGHT! THE GLOVES ARE OFF ALL RIGHT.

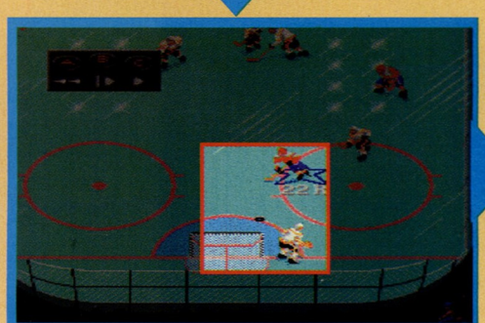
▲ A HAT TRICK FOR JAGR OF THE ALL-STARS!

shoot!

▲ A SHOT FROM THE OPPOSITION'S HALF...

▲ ...STREAKS TOWARD THE GOALIE, WHO SAVES!

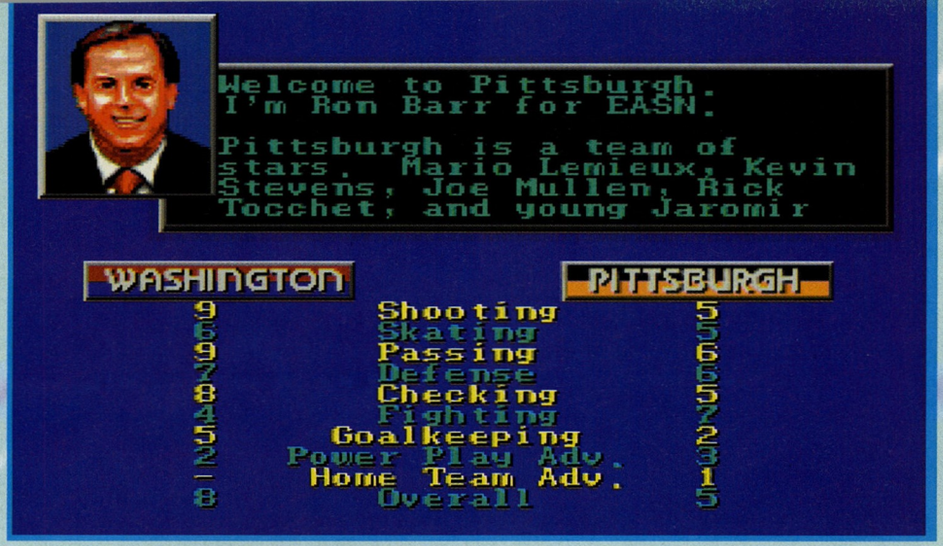
▲ FOUR PENALISED PLAYERS IN THE CAGE. WHAT A STATE THE GAME'S IN. DEAR OH DEAR.



▲ BUT IT REBOUNDS AND IS PICKED UP...

▲ ...BY THE SAME PLAYER WHO SHOOTS AGAIN...

▲ ...AND SCORES BEFORE HITTING THE GOALIE!



▲ BOO! WHERE'S BING? WE WANT OUR STATISTICS PRESENTED BY OUR FAVOURITE EASN PRESENTER!

DOUBLE TEAMING

▲ THE RANGE OF FACTS AND FIGURES THE GAME PROVIDES IS TRULY ADMIRABLE.

Because of the physical nature of the game, ie players getting injured and the players who injured them being sent off, your squad consists of 32 players, who specialise in preventing penalties, taking advantage of the other team when they've lost a player, and just going out there to cause as much grief as possible.

Custom teams can be made from the existing squads then saved out for use in the tournaments, so you can build squads out of real hard nuts, or super-fast talent merchants.

PAUL'S COMMENT

You'd have to play for a long time and look hard to be able to spot the differences in gameplay between NHLPA and the original EA Hockey. But as with John Madden Football and JM '92, I think the idea is that this game is just an update, this year's model if you like, and is thus aimed at anyone who hasn't got the original. It's not a particularly easy game to get into because the movement controls are so slow to react (but then that's realistic I suppose, after all these guys are sliding around on ice). In fact, as a whole the game seems much tougher than its predecessor, thanks partly to the fact that the goalies are much harder to beat than before, and the best way to beat them seems to be to charge them then knock the puck into the net while they're on the deck. Flipping the puck in as you skate past is almost impossible in this version. Recommended, but only to expert players (who don't have the original, of course).

NHLPA HOCKEY

% RATINGS

0 50 100

PRESENTATION
88%
Stacks of options and stats screens.

GRAPHICS
85%
Fast scrolling and great character animation.

SOUND
86%
Convincing crowd noises and sound effects, but duff tunes.

SHORT TERM PLAY
90%
Controls take some getting used to, and tactics have to be learned.

LONG TERM PLAY
88%
Plenty of tough opponents and good two-player modes.

MEGATECH RATING
89%
More of the same, but good if you don't have the original.

FORMAT 8 M-BIT

MT 10 STATUS: REVIEW

ATOMI

BY DATA EAST

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

CONTINUES: 3-15

SKILL SETTINGS: 4

It's a dark day indeed for planet Earth. Swarms of alien warships have filled the skies, blocking out the sun, the drone of their mighty engines drowning out the fearful screams of terror that echo around the world. They have crossed the galaxy, bent on only one twisted ambition, total domination of our beloved world and it seems there is nothing and no-one who can halt them in their evil designs.

Nothing or no-one save perhaps one man, Chelnov, the Atomic Runner. Using his ancient Egyptian body-suit which was imbued with alien nuclear power millennia ago, he can leap to incredible heights with ease and blast through walls of solid metal with mighty beams which he can launch from his fingers.

It's going to mean racing at an incredible rate of knots across seven stages of scrolling shoot 'em up action, battling with all manner of deviously created robots. The world waits with bated breath! Go Atomic Runner, go!

BORN TO RUN

Chelnov's togs are more than just the non-latest style in Ancient Egyptian fashion wear. Our plutonium powerhouse's radioactive rompersuit allows him to leap up to ten times his own height as if it were no more than a spring in his step, and that's just for starters. Those piston powered legs allow our daring young hero to drop onto the heads of the hated invaders with such awesome, skull cracking effectiveness that they simply disintegrate into small, crunchy nodules!

GUN RUNNING

If there is one thing that our besuited sprinter has no trouble finding, it's a power up. The game is jam-packed with these little gifts; just blast a wall-mounted torch or an Aracknaskull and hey presto, instant prizes galore. Here's a run down on what's hot and what's not in the world of nuclear weaponry.

LIGHT RING
power:★★★★★

Probably the most powerful of all the weapons, these loops of doom claim all and sundry in your way, with excellent blast coverage.

MORNING STAR
power:★★★★

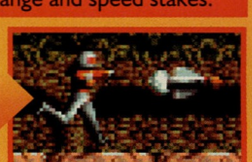
This faithful weapon of yesteryear has been updated to provide the widest field of fire, though it is somewhat lacking.in the range and speed stakes.

LASER
power:★★★★

This trusty blaster shoots straight and true, packing quite a punch. But beware, its blast area is small, making it sadly impractical when dealing with large hordes of baddies.

HOMING MISSILE
power:★★★

Finding their own target is all in a day's work for these seeker rockets.



BOOMERANG
power:★★★

Atomic boomerangs, wow! Just like the real thing, these fellas come right back at you; however, their range is sorely limited.

SPIKED BALLS
power:★★

Powerful and fast, these mighty orbs of dread spring forth as if on invisible threads of elastic, and perhaps they are, who knows?

C RUNNER

RUN TO THE HILLS

In his quest to reclaim the Earth from the terrifying menace of the alien scourge, Chelnov, the heroic H-bomb-hero, must sprint across many areas of the ancient world, all of which conceal hidden enemy installations, placed there many thousands of years previously, whence last the aliens visited the planet.

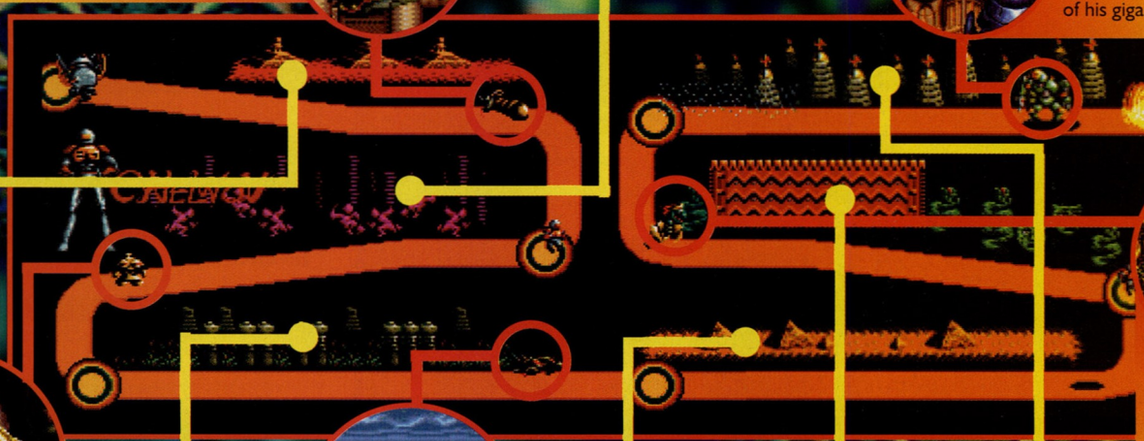
But these extra-terrestrial evildoers are wily fellas indeed, for they have used the themes of each of these old world environments as blueprints for their weapons of war. Take a look at these deadly and yet aesthetically pleasing examples of their handiwork.

BOSS:WALL DRAGON
This oriental looking reptile won't stop until you are dead. It's fiery breath is lethal, so aim for the head and make sure you stop it breathing for good.

MUTANT PLANT ZONE
Writhing alien vegetation bedecks the walls in this cavern of scariness, controlled by the Brass Idol.

BOSS: MAD-DROID
This guy stands at the end of level six and he's hard as nails. Shoot the eyeball in his torso, if you can stay out of the way of his gigantic weapon.

ATOMIC LABORATORY
Start here in the laboratory of Chelnov's dad, then blast your way past pits of lava to the Wall Dragon.



BOSS:BRASS IDOL
This dolly of death's weakness is his eyes, and this is one brass monkey who will see no evil ever again if you aim to blind.

MAYAN JUNGLE
More vegetation, this time camouflaging one of the aliens' three bases. Watch out for the drop ship at the end of the level.

BOSS:DROP SHIP
Appears at the end of stage three. Watch in horror as loads of troops (called 'Ridleys') pile out and charge at Chelnov.

EGYPTIAN DESERT
A bizarre scene which has giant pyramids scooting through the dunes in the background.

TREASURE ROOM
Beware of the D-Generators and Heavy-Vaders which bounce slowly between the floor and ceiling.

SIBERIAN SNOWLAND
Not a merry scene. The blizzard conditions make it tough to see the oncoming bad guys!

BOSS:TERROR-DACTYL
Wind roars around the vast caverns as this foul bird of death beats it's great wings, but don't despair. Aim for its chest and its preying days will be over.

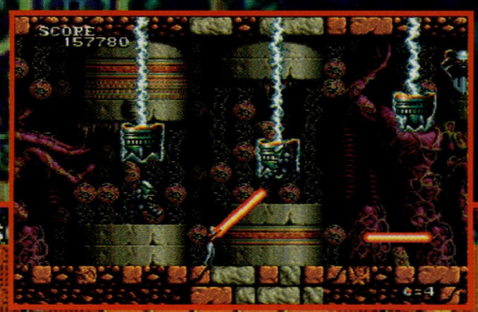
▲ WHERE'S THAT BLASTED AIR DRONE? HE'S BEHIND YOU!

▶ THIS BIRD PACKS A MAJOR PIECE OF HARDWARE ON IT'S UNDERSIDE.

TOM'S COMMENT

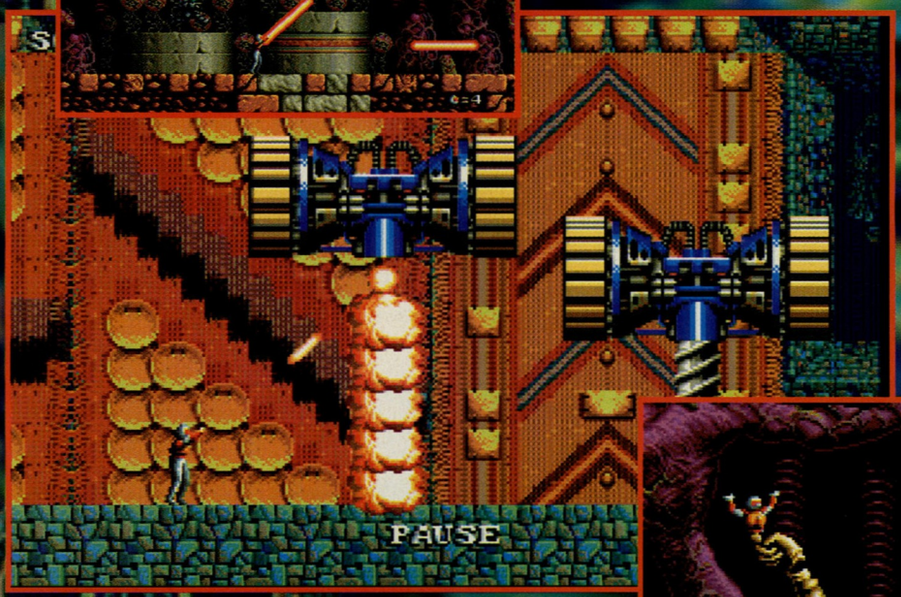
This game is a bit of mixed bag. Graphically, it's superb, with the absolutely beautiful backdrops capturing the feel of each of different level to a tee. My main reservation is that Chelnov is a difficult fellow to get to grips with, due mainly to the complicated control method and the fact that he can only run right, providing very limited freedom of movement. These factors alone result in many unnecessary and undeserved deaths. Don't get me wrong; Atomic Runner is a good looking, hard paced shoot 'em up and it's a refreshing change to play a person instead of a spaceship, but when a game is difficult because of the control method and not because of the enemy obstacles, it can be very frustrating indeed. Still, if you're after a challenging blaster with a difference and are willing to persevere, then by all means, go for this.

"Let's go go!"



THE DRILL HEADED D-GENERATORS, FAR WORSE THAN ANYTHING YOU'D FIND AT THE DENTIST.

THIS FIVE FINGERED FIEND WANTS TO LEND OUR HERO A HAND, BUT CHELNOV CAN'T GET TO GRIPS WITH IT.



BEWARE OF THE TANKS, HELD UP ON JACKS OF DEATH!

LUCKY THIS SUIT'S GOT A THERMAL LINING, BRRR.

PAUL'S COMMENT

Being a very minor arcade hit five years ago, Atomic Runner is one of the last games I would have expected to see converted to Megadrive, but I was surprised to find that it does make a good console game. It looks really smart, apart from the poopy Chelnov sprite perhaps, but even he is quite an appealing character thanks to his Six Million Dollar Man slo-mo running animation and his zany death writhings. I agree with Tom about the controls, though. I guess making the Atomic Runner keep on running is a sort of plot device or something, but it leads to annoying 'the weapon drops just behind you but you can't reach it' situations, and it does sometimes make it difficult to line your sights up on a passing robot. Still, easy games aren't to everyone's taste these days and this should certainly keep you going long enough to get your money's worth.

● **THANKS!** To Shekhana (071 6314627) for the loan of our review cartridge.

ATOMIC RUNER

% RATINGS

0 50 100

PRESENTATION
83%

Adequate intro screens and loads of different options to play with.

GRAPHICS
88%

Fantastic, full colour, parallax backdrops, but the sprites are a tad weedy.

SOUND
89%

Smashing soundtracks and meaty spot effects abound.

SHORT TERM PLAY
78%

Limited movement and difficult controls make this game immediately frustrating to play.

LONG TERM PLAY
82%

With perseverance, you'll be provided with a long lasting and challenging blast.

MEGATECH RATING
80%

A tough shoot 'em up with a couple of original elements in its favour.

look smart with a Megatech t-shirt

To join the growing band of MegaTech T-shirt-wearing style-mongers, fill in the form below and send it to this address, including a cheque or postal order for £6.50, made payable to Emap Images Ltd. Please don't send cash and please allow 28 days for delivery.

MegaTech Mega T-Shirt
Peterborough Mailing
PO Box 300
Peterborough
PE1 5TQ

ONLY £6.50 (inc p+p)

We could claim that the Megatech T-shirt stops .303 bullets fired from a Lee Enfield rifle, but that wouldn't be true. So we won't.

We could claim that the Megatech T-shirt will make you more attractive to the opposite sex, but that couldn't be guaranteed in writing. So we won't.

We could claim that the Megatech T-shirt provides the wearer with the ability to fly through the use of psychokinesis, but strictly speaking, it doesn't. So we won't.

What we could honestly claim is that the Megatech T-shirt is a smart bit of gear which is good value for money and has a big skull on the front that ensures you don't look soft when you wear it in the street.

I'm not interested in being bullet-proof, attracting persons of the opposing gender or having superhuman psychic abilities, but I do fancy one of those smart MegaTech T-shirts with the big skull on the front. So send me one, and quick about it!

MY NAME.....
MY ADDRESS.....
.....
.....
Please send me.....T-shirt/s in MEDIUM/LARGE/XL (PLEASE STATE).....
I enclose a cheque or postal order for £6.50 per shirt.

FORMAT 4 M-BIT

MT 10 STATUS: REVIEW

GREE

BY SEGA

PRICE: £39.99

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES: 0

SKILL SETTINGS: 1

Green Dog is a surfer with a serious problem: he can't surf. His trouble started after wiping out on a real serious wave, which deposited him head-first on the beach. After digging himself out he found two things, a mysterious amulet around his neck which he couldn't remove, and a blond surf-babe called Bambi being voluptuous nearby. She explains that the amulet can only be removed when Dog has found the treasure of the Aztecs, and until that time he'll be a non-surfing dude.

The game is traditional platform fare, with Dog having to leap across gaps, utilise springboards and avoid or blast nasties. Luckily for Green Dog, surfing is the only talent he's lost, so he's still a dead-shot with a frisbee and can hurl one at anything that gets any funny ideas about attacking him. Bonus points and extra energy are collected by blasting bits of scenery such as poles and pots and collecting the junk food which flies out. He also has a little help from a genuine dog who appears on one of the beach stages, and will attack Green Dog's foes in true Shadow Dancer style.

SURFIN' USA

▲ THIS STAGE HAS TO BE COMPLETED IN A HURRY, OR DOG WILL RUN OUT OF AIR.

Interactive Designs is the name of the American programming house behind Green Dog, but the game wasn't all their idea. The Green Dog character first appeared in a board game devised, funnily enough, by a Californian surfer whose name is Ric Green (hence 'Green Dog' probably). It involves travelling around the world catching waves, then getting back to home base before your opponents. All very cultish, which is, perhaps, why almost no one on our island of non-surfers has ever heard of it and you can't go down to your local Toys 'R' Us to buy it.

SURF CITY HERE WE COME

Dog's journey takes him all around the Caribbean to six islands, to wit: St Vincent, Jamaica, Saba, Curacao, Grenada and Mustique. There's a piece of the the treasure, which turns out to be a surf-board (what else), on each one–the trouble is finding it. The local wildlife isn't very welcoming though, and our hero comes under attack from parrots, piranhas, pelicans, exploding sunglasses-wearing star fish and other oddities. Contact with any of these increases his damage gauge, and when it gets to the end he loses his frisbee and can take only one more hit before wipe-out. Fortunately, in Sonic 'rings' style, he can recover his placcy disk so he can survive an extra hit.

If the situation is really dire, Dog can utilise any panic devices he's collected. These gadgets are found after blasting certain nasties and objects and include one of those mini-umbrella sun hats, which makes him invincible for a few seconds, and a special homing frisbee which wipes out all Dog's enemies.

MARK'S COMMENT

Green Dog is one of those Taz-Mania-style games which look good but don't have much in the gameplay department. Unlike Taz, though, which was easy but at least fun for a while, Green Dog is a bore from start to finish. After just one game, in which I reached level six, I had already lost the urge to carry on. The game is just so repetitive. Not enough happens during a level to make it exciting, and the pace is very laid-back, which is appropriate I suppose but it doesn't make the game any more enjoyable. The highlights, such as the flycycle stages are the same every time, and skateboarding seems to have been added as an afterthought to alleviate the dullness. Perhaps some surfing or a few levels sacrificed in exchange for some more interesting features would have worked. Green Dog, the board game may be a fave amongst bombed-out surf-types, but Megadrive freaks will find none of the equivalent attraction in this cartridge. It's to the doghouse I'm afraid.

Y DOG

W-W-W-W-WIPE-OUT

Dog is so desperate to get his surfing powers back he can't waste time waiting for the local inter-island ferries. Instead, he journeys from place to place on a pedal-powered helicopter contraption which we shall call, for want of a better word, his flycycle. It's powered by you rapidly hitting the B button on your joypad. Failing to do so will land Dog in the the drink, so if you have an autofire joypad now is the time to use it. As on land he comes under attack from parrots and piranhas, the latter of which leap out of the sea to nibble on Green Dog's tasty toes. His only defence is a forward mounted boxing-glove-on-a-spring, but it only has a short range, so you're better off steering around hazards.

Apart from this risky form of transport, he also enjoys skateboarding or inline skating his way around the later islands. His first taster is in an Aztec temple, where he has to utilise ramps to leap over spikes. Later on he can take to a half-pipe which, for some reason, forms part of a street in Jamaica.

▲ INSIDE AN AZTEC TEMPLE (IN THE WEST INDIES), DOG HAS TO LEAP OVER FIRE-SPEWING IDOLS.

▲ DOG'S OUT ON HIS OWN AS HOSTILE ISLANDERS HURL TRADDITIONAL(?) BOOMERANGS AT HIM.

▲ DOGS SWINGS FROM VINE TO VINE LIKE A SKINNY, FLARED-SHORTS WEARING TARZAN.

TOM'S COMMENT

What a complete disappointment this game is. Graphically it isn't bad. The backgrounds are colourful and well put together and even though the sprites tend to be quite limited in the variety of their poses, they still look amusing and add to the feel of the whole thing. Where this game flounders is in the gameplay department. Dull, limited movement makes it almost impossible to avoid the enemy sprites, resulting in numerous, frustrating and completely inevitable deaths. This might have strengthened your resolve to persevere if the game possessed an interesting and varied challenge, which it doesn't. The only levels that could have been of any interest, the skateboarding stages, are just simple control pad response tests. If boring, repetitive games are your cup of tea, then by all means buy this. But, if you want my advice, this non-surfing surfboard game is a complete wipeout. Totally bogus, dude.

GREEN DOG

% RATINGS

0 50 100

PRESENTATION
77%
An uninteresting intro and few options, but the feel of the game works.

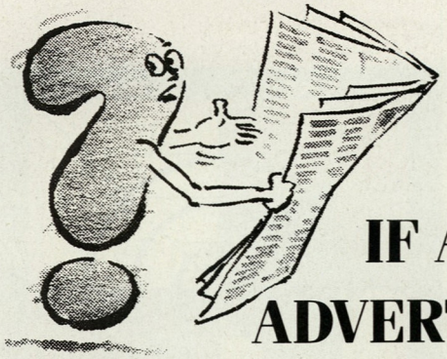
GRAPHICS
84%
Stunning backdrops and neat scrolling, let down by some really poor character sprites.

SOUND
86%
A strange mix of reggae and a music to limbo to.

SHORT TERM PLAY
62%
Boring from only the second or third game.

LONG TERM PLAY
52%
All aboard the last train to Dullsville.

MEGATECH RATING
56%
Looks good, sounds good but is extremely boring.



IF AN ADVERT IS IN PRINT, IS IT PROPER?

Most advertisements are perfectly proper.

A few are not.

The Advertising Standards Authority not only monitors over 850 advertisements every month, it ensures compliance with the rules in the strict Code of Advertising Practice.

So when you question an advertiser, they have to answer to us.

To find out more about the role of the ASA, please write to the address below.

Advertising Standards Authority, Department X, Brook House, Torrington Place, London WC1E 7HN.

ASA

This space is donated in the interests of high standards in advertisements.

WILD GAMES

TERMINATOR £29.95!

VISA

YOU WON'T BELIEVE OUR PRICING!

TEL: 061 491 4089

Access

WE GIVE YOU THE BEST PRICES ON THE BEST GAMES FROM THE BEST COMPANY

ALISIA DRAGOON	28.99	TERMINATOR	29.95
CHUCK ROCK	29.95	BART V SPACE MUTANTS	31.99
DESERT STRIKE	29.95	DUNGEONS & DRAGONS	39.95
F22 INTERCEPTOR	29.95	SIDE POCKET	CALL
JOHN MADDEN 92	25.95	SMASH TV	CALL
JORDAN VS BIRD	25.95	PREDATOR	CALL
KRUSTYS SUPER FUNHOUSE	29.49	LEMMINGS	CALL
SPLATTERHOUSE 2	33.49	WHEEL OF FORTUNE	CALL
TAZMANIA DEVIL	29.95	DEATH DUAL	CALL

PAYMENT: CHEQUE/POSTAL ORDER
CALL BETWEEN 9AM - 7.30PM.
TO ORDER SEND ORDER WITH PAYMENT MADE PAYABLE TO WILDGAMES LTD.
POSTAL FEES £1.50 PER GAME

ALL GAMES SUBJECT TO AVAILABILITY

ALL PRICES SUBJECT TO CHANGE

WE ALSO SUPPLY SNES GAMES AT AMAZING PRICES

SEND YOUR ORDER TO: FIRSWOOD HOUSE, FIRSWOOD MOUNT, GATLEY, CHEADLE, STOCKPORT, SK8 4JZ. TEL: 061 491 4089. TRADE ENQUIRIES WELCOME.

If you are under 18 years of age please obtain permission of whoever pays the phone bill. Max cost of call £2.70 Cheap £3.60 All Other Times. INFODIAL PO Box 36 LS1 4TN Call charges 36p Per Min Cheap 48p Per Min All Other Times.

SOFTDRIVE GAME CENTRE

SEGA MEGA DRIVE | SEGA Master System | SEGA GAME GEAR | SUPER NINTENDO | Nintendo | AMIGA

HARDWARE

Master System II with Sonic the Hedgehog ...74.99
Megadrive.....129.99
Super Famicom (Scart).....199.99
Phone for price of Famicom games

SEGA GAME GEAR

Sega Game Gear + includes Sonic the Hedgehog .124.99
Sega Wide Gear.....6.99
Sega Master Gear (Convertor to play Master System) 22.99
Sega Power Supply 10.99
Sega TV Tuner 74.99
Columns 18.99
Pengo 18.99
Put & Putter 18.99
Castle of Illusion 22.99
Factory Panic.....22.99
Halley Wars 22.99
Out Run 22.99
Strider 22.99
Space Harrier 22.99
Wonder Boy.....22.99
Axe Battler.....24.99
Buster Ball 24.99
Donald Duck 24.99
Galaga '91 .....24.99
Leaderboard 24.99
Ninja Gaiden.....24.99
Space Harrier 24.99
Aleste.....26.99
Chase HQ.....26.99
Super 2 in 1 .....38.99
Head Buster.....18.99
Psychic World.....18.99
Dragon Crystal.....22.99
G - Loc.....22.99
Joe Montana.....22.99
Shinobi.....22.99
Solataire Poker.....22.99
Super Monaco GP 22.99
Woody Pop 22.99
Berlin Wall 24.99
Devilish 24.99
Fantasy Zone.....24.99
Heavyweight Champ ..24.99
Monster World II 24.99
Sonic the Hedgehog ...24.99
Alien Syndrome 26.99
Lucky Dime Caper 26.99

SEGA MASTER SYSTEM

After Burner 27.99
Alex Kid Lost.....27.99
Alex Kid Shinobi World 27.99
American Baseball.....27.99
Back to the Future II ...27.99
Bank Panic 12.99
Black Belt.....12.99
Blade Eagle 3D.....9.99
Castle of Illusion 26.99
Columns 22.99
Enduro Racer 9.99
F16 Fighter 15.99
Ghost House.....12.99
Ghouls n Ghosts.....27.99
Global Defence.....12.99
Golden Axe Warrior 29.99
Heavyweight Champ ..22.99
Joe Montana Football .27.99
Lord of the Swans.....27.99
Mercs.....29.99
My Hero 12.99
Operation Wolf.....27.99
Rescue Mission 9.99
Super Tennis 9.99
Teddy Boy 9.99
Wonder Boy.....22.99
World Soccer 22.99
Zillion 12.99

SEGA MEGADRIVE

Art Alive 29.99
Burning Force 34.99
Eswat.....34.99
Gain Ground 34.99
Joe Montana.....32.99
Test Drive II 32.99
688 Atack Sub 34.99
Battle Squadron.....34.99
Bonanza Bros 32.99
Robocod 34.99
Shadow Dancer 32.99
Toe Jam & Earl.....34.99
Shadow of the Beast ..39.99
Californis Games 34.99
Castle of Illusion 34.99
Columns 26.99
Dick Tracy.....34.99
Fantasia.....34.99
Golden Axe II.....34.99
Last Battle.....29.99
Pacmania.....34.99
Phantasy Star II 49.99
Sonic the Hedgehog ...29.99
Whip Rush 29.99
Arrow Flash 29.99
Super Master Golf 34.99
Phetos 34.99
Ghouls n Ghosts.....34.99
Fighting Master.....34.99
Marble Madness 32.99
Road Rash.....32.99
Magical Hat.....25.99
Block Out 29.99
Sword of Sodan 34.99
Super Thunderblade ...29.99
Pitfighter 39.99
Valis.....39.99
F22 Interceptor 34.99
Double Dragon II 36.99
Sreets of Rage.....34.99
World Cup Soccer '92.34.99
2 Crude Dudes 34.99
Kid Chameleon 34.99

FREE MEMBERSHIP TO THE GAMES CLUB

SALES, PART EXCHANGE, HIRING

SEND IN OR PHONE FOR PRICE LIST

ALSO LARGE STOCK OF AMIGA SOFTWARE & NINTENDO

SOFTDRIVE GAMES CENTRE

VISA

145, DUNDEE ST, EDINBURGH. TEL: 031 229 4122

Access

£MEGASELL

I WANT TO USE THE MEGATECH MEGASELL. HERE'S MY MESSAGE:

£1

£1

I WOULD LIKE MY ADVERT TO GO UNDER THE FOLLOWING HEADING

- ☐ FOR SALE
- ☐ SWAP
- ☐ WANTED
- ☐ PEN PALS

FILL IN THE TOP BOX FOR £1.00 (20 WORDS), OR FILL IN BOTH BOXES FOR £2.00 (40 WORDS). PLEASE NOTE: ONLY ONE WORD PER BOX. PHONE NUMBERS COUNT AS ONE WORD. WHEN FILLING IN YOUR MESSAGE, USE BLOCK CAPITALS, AND WRITE NEATLY TO AVOID MISTAKES.

NAME.....

.....

ADDRESS.....

.....

.....

SWAP

Swap my Krustys SFH, Ghostbusters, Eswat, JM92 for Super Monaco 2, Wonderboy 5, Splatter House 2, Tazmania or Populous. Phone 0903 812092 (Sussex).

Megadrive games swap! F22, Star Control, Hellfire, John Madden 2, Hard Drivin', Afterburner 2, Magical Hat, Buck Rogers for Speedball II, Devil Crash, Super Monaco Grand Prix, Desert Strike or any other good game. Tel: (081) 302 2347 ask for Grant.

I have Altered Beast, Spiderman, Populous and John Madden American Football. Willing to swap for Shadow Dancer, Shining in the Darkness, Quackshot, Rainbow Collection, Tasmania or any game I haven't played. Tel: John on 368 0235 after 4.30 pm.

Swap Revenge of Shinobi or Sonic for Senna's Super Monaco, PGA Golf, Tazmania, Montana 2 or Robocod. Phone 0565 634827 (Evenings).

Swap or sell Dark Castle, Altered Beast. Anything considered. £18 each. Chris (0272) 373973.

Swap Gynoug for Decapattack or anything decently decent or sell for £28. Ask for Marie on (0934) 873344 after 5pm.

Swap my Strider or Immortal for your Fighting Masters, Alisia Dragoon or Moonwalker excellent condition (0480) 454689 ask for Alan.

Wanted: Arcus Odyssey, Gynoug, Hellfire, Thunderforce 3, Strider, Corporation, Eswat, F22 Interceptor, Terminator, Splatterhouse 2, Sword of Vermillion, Revenge, Tazmania, Gaires: Send full details with your list of "Quality" RPG's and Shoot 'em ups etc to: Kris 61 Maycroft, Letchworth, Herts. SG6 4QB.

I would like to swap my issues 1 - 8 of Megatech without issue 2 for your John Madden 92. Contact 0475 686282.

Will Swap Spiderman and £5 or £10 for Super Monaco GP or Super Hang On. Ring (0623) 550885 if interested.

Swap Alex Kidd Enchanted Castle or Wrestle War for Ferrari GP or John Madden 92. Phone Stephone on 0382 612483.

30 Sega magazines to swap including issues of Megatech, Sega Force, Sega Pro, Sega Power, Swap for joypads and Megadrive games. Phone with offers and for list. Also Megadrive games wanted £10 - £15. Telephone 0203 621689 or 0203 615630. No time wasters.

Games for sale or swap including Thunderforce 4, Desert Strike, EA Hockey + many more. Phone James on 0924 279837.

Megadrive games to swap. Varied selection of games. Please send for list of my games to 46 Upper Selsdon Road, South Croydon, Surrey, CR2 8DE. A stamp for reply appreciated.

John Madden's, EA Hockey, Spiderman, Super League, Rambo 3, for Lakers vs Celtics or will sell Joe Montana 2 £25. If interested phone Rhys 0685 74658 any time from 4pm - 9pm. PS. Convertor and Master System Game £15.

I have Shinobi, Moonwalker, Altered Beast. I want your Shining in Darkness Corporation or any Golf game may consider other games. If interested phone John (0542)33986 after 4.30pm.

Exchange Tazmania plus £10 for Speedball 2 (UK Only) or straight exchange for Dave Robinsons Basketball. Write to: Laird Poland, 11 Kilndale Terrace, Kirkudbright, Scotland. DG6 4BX.

FOR SALE

For Sale, Altered Beast, 4 Months old, Boxed with instructions £18 ono. Ring Stephone on 0670 815834 calls after 4pm.

Mega Drive UK/US plus Jap Adaptor, Alisia Dragoon, Thunderforce II, Populous, Super Off Road, Arcade Power Stick, Joypad and issues 1 - 5 of Megatech £215 ono. Phone 05242 41579 and ask for Ben, may split.

For Sale, all issues of Megatech 1 to 8. All in mint condition. Offers starting at £10. Tel: 0789 29427 between 6-8pm.

Arcade Power Stick for sale £20 and Sonic the Hedgehog £17. Tel: 0222 235531

For Sale Sega Master System, 2 joypads, light phaser, 9 games. Great buy! £95.00. Tel: 0438 365591.

Megadrive games for sale, Populous £25, Test Drive II £20, Phantasy Star III £25, Shining in the Darkness £25, EA Ice Hockey £20. Also Jap Adaptor £5, and issues 1 - 8 of Megatech magazine. Call Andy on 0946 65746 after 5pm.

Game Gear and TV Tuner with 7 games. Sonic, Shinobi, Olympic Gold, and more. All as new and also Gear to Gear Cable and Adaptor. At only £200. Call Mark 0225 314762. If not there leave message.

Megadrive, Arcade Power Stick, Extra Joypad, Master Game Adaptor, 7 games, Sonic, Mickey Mouse, F22 Interceptor, Super Thunderblade, Bonanza Bros, Altered Beast, Flintstones, All for £200.00. Tel: 0792 204711 daytime 0639 641598 after 6.30 pm.

Sell JM92 £25, Robocod £23, Wonderboy 5 £28, Columns £16. Mint condition with instructions except Robocod. All boxed. Phone 081 455 7265.

Python 3 Joystick. Unused, boxed, suitable for Megadrive. With Turbo Option £12.00. Including postage. Phone Simon on (0743) 891233.

I have over 30 Megadrive games for sale. Titles include PGA, Euro Club Soccer, EA Hockey, Desert Strike and Road Rash. for a full list write to Angelo, 54 Cheriton Place, Westbury - On - Trym, Bristol, BS9 4AP. Will also accept swaps.

Super Nintendo U.K. plus 4 Classic Games, Mario, Super Soccer, Golf, Mystical Ninja and convertor £255. 081 657 3716 Steven.

Amiga 500, 1/2 meg upgrade, Word Processor, joystick + mouse, 80 games, disk boxed, worth over £1000 new. A bargain at £420. Also for sale. Atari Lynx, carry case, visor, car adaptor, 6 top games, only £160. Both excellent condition. Tel Preston (0772) 35587.

Megadrive games for sale. Top titles. I will aslo swap games for £5. Phone Shiraz 0382 816352 before 9pm.

Megatech issues 1 - 8 plus "the Complete Guide to Megadrive" £30 ono. Phone Ian on 0533 606493.

Lakers Vs Celtics game for sale. Good condition. Boxed with instructions. Only £20. Call James on 0932 340585.

Megatech issues 1 - 7. excellent condition. Phone Scott on 0454 777314 evenings only £35 ono.

For Sale.Megadrive carts, Maddens 92, Road Rash, Monaco (Jap), All £15 each. Tel: 0287 660183. All boxed plus instructions.

Megadrive and games for sale. Revenge of Shinobi, Tazmania, Road Rash, Thunderforce 3 and Sonic, £15 to £25 each. Console with joypad £70 ono, also Megatech issues 1 to 9 £20 ono. Everything for £160. Phone Sam on 0246 206930.

WANTED

Rainbow Islands urgently needed. Excellent price paid. Phone 0302 851150. Ask for Nick after 6pm please.

Wanted: PGA, Lakers Vs Celtics, Speedball 2. Write for swaps: Robin Norton, 18 Castle Road, Woodford Halse, Daventry, Northamptonshire, NN11 6RS.

Megatech issues 1 and 2 £4 each. Must be mint condition. Phone Vince on 081 641 6217

For just £1 you can use this service and write your own ad containing up to 20 words. £2 gets you 40 words, which is fairly simple arithmetic, I suppose...

What do you have to do? Fill out the form (or a copy of it) and send it with a cheque or PO made payable to MEGATECH, and send it to MegaTech MegaSell, MEGATECH, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU.

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

ATTENTION ! MEGATECH MegaSell is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed, and no correspondence will be entered into!

MEGASELL

FORMAT 4 M-BIT

MT 10 STATUS: REVIEW

THE AQU

BY ELECTRONIC ARTS

PRICE:£34.99

PLAYERS:1-4

GAME TYPE:SPORTS

CONTINUES:N/A

SKILL SETTINGS:3

Welcome sports fans! You're tuned to NB Sea Sports where we're broadcasting live coverage of the most competitive of all sporting events since the spawn of life, The Aquatic Games.

All manner of sea-faring fauna have travelled here today to witness eight of the toughest events ever. There's no room in these games for small fry, so expect to see some of the bigger fish of the sporting world cod liver oiling their mussels. Put your fins together and welcome Steve Clam, Mickey O'Shell and James Pond, underwater agent and champion athlete. He may be taking a break from his everyday occupation of underwater espionage, but don't go thinking he's resting on his gills. This is a fellah who's used to living on a razor's edge, and these games are just his kettle of fish.

Styled in the age-old format of all console track and field sports games, The Aquatic Games take such old favourites as the long jump, the hurdles and 100m dash and gives us a glimpse of them through a fish eye lens. Weird it is, fishy it definitely is.

VUN FILET 'O' FISH FOR MY VIFE

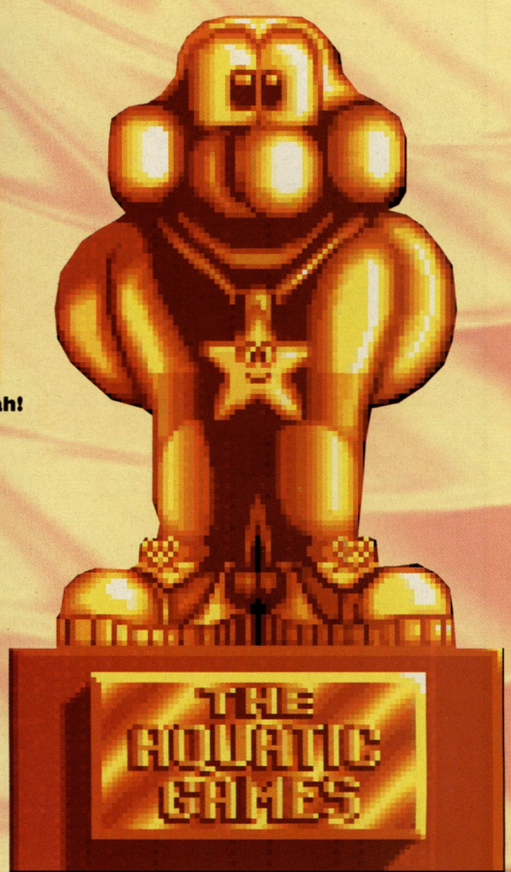
Up to four teams can compete in the games, playing each event alternately and clocking up points to place them in their respective final standing positions. But there's something fishy going on around here, because each team consists of an identical mob of aquabats. Or maybe they don't, after all, these sea creatures, amphibians and water mammals all look alike to us. Here we have one of the teams with it's trainer; a seafood plater straight from the Captain's table.

Starring, from left to right, Ceceelia Seal, James Pond, F-fortesque Frog, Steve Clam, Mark Shark and Freddy Starrfish.

My sandcastle is bigger than yours, Nyah!

SHARKS FIN SOUP

In order to win the Aquatic Games, each team must take part in all eight events. Each event is carefully constructed to push its respective participants to the very edge of their fishy carp-abilities, resulting in a tournament that only the finest of teams can hope to win. Lets take a look at the main course.



ATIC GAMES

▲ AND THE FISH IS OFF! THAT GAG IS RATHER SMELLY, ALSO.

100m SPLASH

In a twisted parody of the 100m sprint, Mr J Pond must race, from bank to bank, across the surface of a body of water. But the heat is on, because F-Fortesque Frog, sprinting superstar of the amphibious world is your opponent in this splash-happy dash for glory. It's a well known fact in the evolutionary stakes that legs are better than a tail for running purposes, but James is a popular fellow and it's just possible that he can acquire a bit of aerial help. Will Fortesque leave Pond in a cloud of dust or will it be frogs legs for dinner?

▲ LET SLEEPING SEALS LIE IN THE KIPPER WATCHING EVENT.

KIPPER WATCHING

Having just finished a delicious lunch, there's nothing a herd (?) of seals likes better than a relaxing siesta basking in the mid afternoon sun and that's exactly what Ceceelia and her aquatic mammal buddies intend doing. Unfortunately, some inconsiderate beach-combing humans are going to ruin the afternoon by throwing beach balls at them, that is unless Ceceelia has her say and manages to deflect the balls with her nose. If two or more of her flippery pals are scared off, the afternoon's fun is spoiled for good.

▲ AFTER HIS HOP AND SKIP FORTESCUE PREPARES FOR THE JUMP.

HOP, SKIP AND JUMP

That most revered of all sporting frogs, F-Fortesque, returns, this time on your team. The aim of this event is exactly as its name suggests. Our frog-some hero must first run, then, at the precise and only the precise moment, begin daintily hopping for a short distance. This is followed by a bit of skipping rope action, building up his momentum for a long jump. A decent angle is vital for a good leaping distance and as any long jumping frogster knows, only the longest jump will win the day.

▲ BERDOING! JAMES GOES SPONGE DIVING IN THE BOUNCY CASTLE.

THE BOUNCY CASTLE

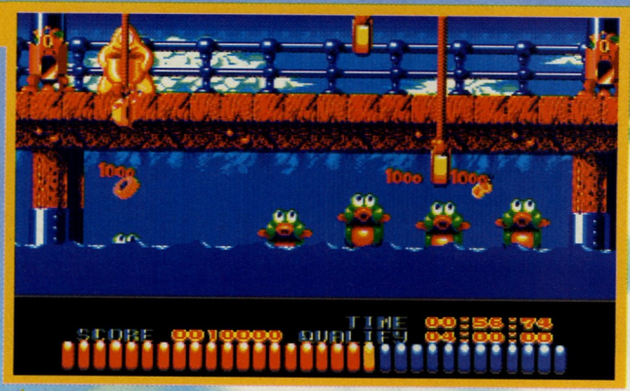
It's James' turn once more, this time on a set of living sponge trampolines. Speed and strength matter not a jot in this event, for the key to winning is all in the competitor's grace and artistic skill. Points are awarded for various combinations of somersaults and spins and to win our hero must score a six in all of the various categories. Extra points are awarded for jangling the shell gongs that hang on the walls and in such a close-run contest those points could make all the difference. Spin, spin and win.

TOM'S COMMENT

The main appeal of genuine sporting sims with this type of format lies either in an interest in the real life events depicted in the game or the depth of the gameplay, which has you striving to improve your scores or times by even a tiny degree. Now obviously this game isn't meant to be a realistic sports simulation, but instead of using the characters to produce a different, imaginative, fun sports game we're given something which looks nice but is 100% dull to play. The sad, limited events seem to have had very little thought injected into them, producing a completely tedious game, totally lacking in any depth whatsoever. I found the game quickly became boring with four players and was almost instantly unbearable in one player mode. I wouldn't buy it and I don't think you should either.

FEEDING TIME

Since when did fish eat Licorice Allsorts? Since anglers started using them as bait, that's when. Yes, dastardly fisherman are using the aforementioned gross coconut flavoured Licorice Allsorts to entice small, innocent fishies onto their hooks. Luckily, Freddie Starrfish is on hand to save them. By feeding the sweet-toothed fish with some of his own candy, available from handy sweet dispensers, it's up to him to try and thwart the evil schemes of the cold hearted anglers for as long as he can. Will the little fishies go free or will it be fish supper for tea?



▲ LICORICE FRENZY! FREDDIE HAS HIS FINS FULL AT FEEDING TIME.

SHELL SHOOTING

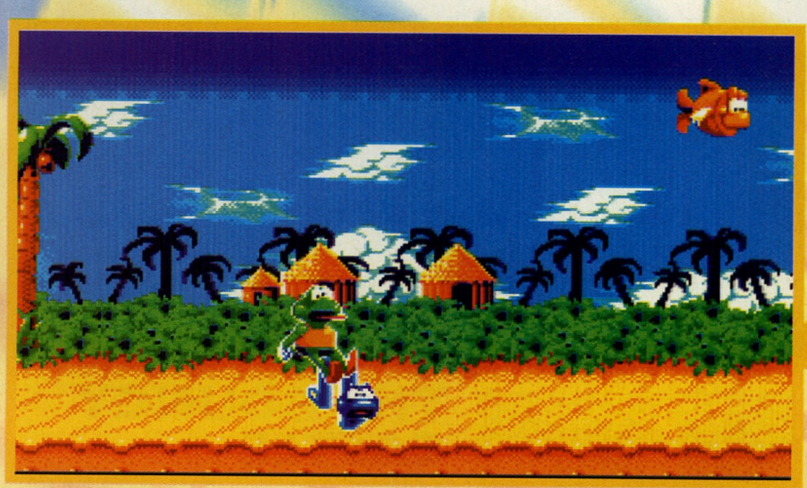
A bizarre event and no mistake. James must burst all the balloons that are hanging from the ceiling, but in order to do this he has to flip limpets into the air by jumping on the edges of their shells. Once this trick is performed, he can catch and throw them at the balloons. It's fortunate then that limpets are being more than rapidly supplied by the Limpet-o-matic machines at each end of the room. It's also unfortunate then, that these machines are a little unreliable and filter various unwanted crustaceans through the system, resulting in many a trip, bump and even some electric shocks! This event is definitely not for limpet-wristed wimps.

▲ SHELL SHOOTING IS THE MOST DIFFICULT AND FRUSTRATING EVENT

TOUR DE GRASS

Mark the Shark is certainly a killer on a unicycle and just as well, because this is a race of ridiculous proportions. Our sharksome bikester has to negotiate the hilliest of race tracks you'd ever hope to wink an eye at. What's more, the tide has just gone out leaving loads of beached jellyfish type blob creatures in its wake. The result is a racing and jumping fest that would be a mean feat for even the best of unicyclers to perform and let us not forget that Mark has to pedal with his tail.

▲ THE HILARIOUS UNICYCLING SHARK STARS IN TOUR DE GRASS.



▲ FORTESCUE COMES A CROPPER, 'CHARGING' INTO AN ELECTRIC EEL IN LEAP FROG.

LEAP FROG

It's up to F-fortesque frog to round off the final event and what better way to end the games than with a simple hurdle race. If only that were the case, for this is anything but simple, as the hurdles are constructed from electric eels. Jump at the wrong time and Fortesque really is in for a strong dose of Jumping Jack Flash and this time it's anything but a gas, gas, gas.

▲ THIS BONUS ROUND SPONSORED BY A FAMED BISCUIT MAKER.

BONELESS ROUND

If a certain amount of bonus points are accumulated during a particular event, the option of a bonus round, of which there are two different types, becomes available. The thing is, to get to these rounds you need loads of points, meaning that you've got to be pretty sure of what you're doing if you hope to profit.

However, perform to a degree of excellence in these mighty tasks and you can expect nothing less than the prestigious FISH special merit award, gosh.

The first bonus event surrounds a penguin juggler. The more balls he juggles with, the more points he acquires, but unfortunately, flippers aren't the best juggling tools in the world which makes ball dropping antics a dead cert for sad jugglers.

F-fortesque takes part in the second bonus round, a variation on the hop, skip and jump event. Simplified to a long jump contest, even the lean, green leaping machine will find this a most tasking event.

▲ WHAT A JOLLY TEAM OF ATHLETES! YOU WOULDN'T CATCH ANY OF THEM FAILING A DRUGS TEST.

FISH OF THE DAY

James Pond certainly isn't a freshwater fish when it comes to the underwater world of video games. His first outing was as James Pond, Underwater Agent, in which he battled the schemes of the vicious Dr Maybe, whose fiendish plans threatened aquatic life everywhere.

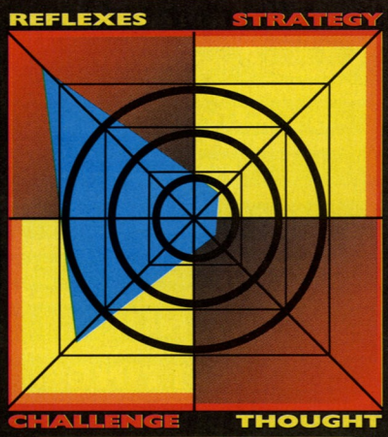
Dr. Maybe returned in James Pond II, Robocod, the thrilling sequel to James' first game, only this time our most hated villain had gone so far as to kidnap Santa Claus and turn his toy factory into a vicious den of traps. Luckily, James was backed up by some awesome hardware this time around, making use of a robotic suit and even taking to a plane on occasions.

So where's he off to next ? Well, rumour has it that Dr Maybe has resurfaced, but what his masterplan is this time is anyone's guess. One thing is for sure, James will be on the scene, and we can expect to see him around Christmas in the third instalment of his espionage adventures entitled Splash Gordon.

PAUL'S COMMENT

This looked like it would be good fun when I saw it a couple of months back, but the finished game is a disappointment. The events are all based on interesting ideas but they are all so basic that they aren't much fun to play. The Kipper Watching event, for example, seems like good fun the first time you play it, but when you find that you have to spend four minutes knocking balls off screen with a seal's nose it suddenly becomes a mind-numbingly dull way to spend four minutes of your life. The Feeding Time event suffers from the same problem and the Bouncy Castle (which could have been a test of skill akin to California Games' footbag event) is rendered boring by the fact that there are really only two not-very-spectacular moves which can only be performed by spending three-quarters of your time limit getting up to the right height. Worst of all is the Shell Shooting game; if you make one mistake in this event you can end up dazed on the floor for the duration, being repeatedly hit by a never-ending stream of deadly limpets. Driving me even further up the wall was the music, but then that's pretty standard for any James Pond game. Kids might enjoy the excellent cartoon graphics (which I think are the best yet seen in the Pond series), but I hope Splash Gordon is a significant improvement over this.

THE AQUATIC GAMES



% RATINGS

0 50 100

PRESENTATION
76%
Basic title screen and limited options. Even four player mode isn't much fun.

GRAPHICS
89%
Big, colourful, attractive backgrounds and sprites.

SOUND
82%
Maddening, cute tunes and reasonable spot effects do their job.

SHORT TERM PLAY
70%
An immediate urge to see the game, but this is soon suppressed.

LONG TERM PLAY
50%
Having seen it all, this is a cart that'll gather dust within the first week.

MEGATECH RATING
59%
A disappointing instalment in the Pond series which is best left to younger players.

FORMAT 4 M-BIT

MT 10 STATUS: REVIEW

SMASH TV

BY FLYING EDGE

PRICE:

PLAYERS: 1-2

GAME TYPE: SHOOT 'EM UP

CONTINUES: 1

SKILL SETTINGS: 1

Money, oh money. Cash, dosh, readies; lovely, crisp, green dollar bills, there's nothing you can't have if you've got enough shekels. In fact, wouldn't you just kill for the stuff? Of course you would and here's your chance to do just that, in the mother of all gameshows, Smash TV.

The prizes are fantastic. Cars, holidays, cash, VCR's, cash and more cash. All this could be yours, but the stakes are high. Nothing less than your life is on the line and this really is a case of survival of the greediest. Androids, tanks, cobras, even the gameshow host are out for your blood and the crowds are just howling for satisfaction. So, stay calm, stay in control and stay alive, because the only prize for losers is a one way ticket to the morgue. And don't forget that the more baddies you burn, the more points you earn. After all, what do points make? Prizes!

YOU EVEN GET A MAP OF WHERE YOU'RE GOING!

▲ TOTAL CARNAGE IS THE NAME OF THE GAME–GET THEM BEFORE THEY GET YOU!

NICE TO SEE YOU, TO SEE YOU...

If spinning large wheels, turning over giant playing cards or potting snooker balls is your idea of a typical gameshow, then are you in for a culture shock when you see Smash TV. The idea of the game is to run from studio to studio blasting seven bells out of any moving object that gets in your way and that makes for a lot of blasting because there are enemies literally dripping from the walls. For openers there are swarms of crazed, club-wielding thugs, mine-laying tanks, snakes and even the dread legions of Mr Shrapnels, a group of lumbering, kamikaze, bald guys who explode, scattering razor sharp debris around the screen. As the gameshow host says, 'Total Carnage!'

YOU GET NOTHING FOR A PAIR, NOT IN THIS GAME!

The control method for Smash TV is somewhat unusual to say the least. In the original coin-op each player had two joysticks at their disposal, one for controlling the direction of movement and one for controlling the shooting direction, much like the ancient Robotron. Although fiddly to begin with, this ingenious control method allowed for great versatility of play which was essential for survival.

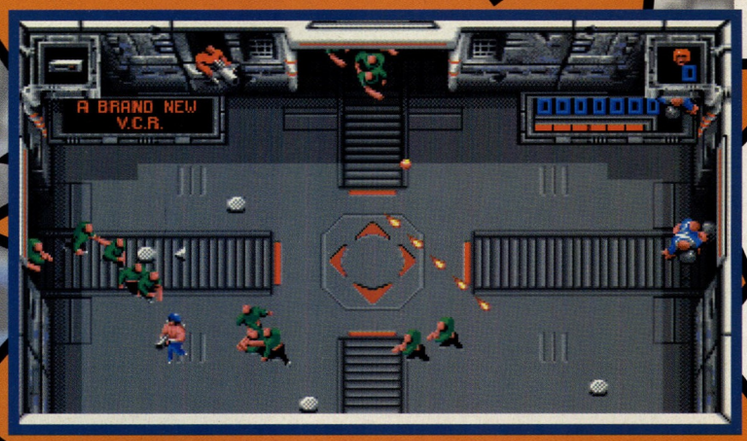
The problem with the Megadrive joypad is that it only has one directional pad and three fire buttons. The programmers have attempted to get around this by designating each button to a particular task. The A button fires in the direction you are running, whereas the B button fires in the opposite direction so you can run away from trouble and shoot it at the same time. The C button locks the gun in fixed position regardless of which direction your character runs. This unfortunately means that you can only change your direction of fire by running around and you can't stand still at all. But there is a solution. In one player mode the game allows you to use two joypads, one for running and one for shooting, resulting in a control method much more akin to the original. To use it, though, you need two pretty good joysticks because it's impossible to operate two joypads at the same time, unless you have more than the usual complement of hands.

SCORES ON THE BOARD, MISS FORD

Even the hardiest of contestants would be disheartened by the monumental amount of bloodletting, were it not for the continual stream of incentives that filter onto the screen in the form of, you guessed it, cash and prizes. Everything from toasters and luggage to holidays and cars are up for grabs, but don't go thinking that they're just trundling along a conveyor belt waiting to be claimed, anything but! The only way to reach these gifts is to cut swathes through the enemy ranks, but the end result is more than worth it. Upon completion of each level, these gift wrapped trinkets are converted into Brucie bonus points, bumping up your score to absolutely megalithic proportions. As you can imagine, in two player mode this makes for intense rivalry indeed with each contestant vying for the prizes as they appear. Unfortunately there's no cuddly toy up for grabs, but neither is there a Dusty Bin booby prize. Yay!

COME ON DO-OWN!

Your host with the most for Smash TV isn't a lovable old character like dear old Bruce Forsythe, Ted '3-2-1' Rogers or 'Uncle' Bob Monkhouse. This grinning, square-jawed Bill Clinton lookalike is never to be found without his arms around two scantily-clad babes. Throughout the game he pops onto the screen spouting all manner of predictable gameshow drivel, but watch out, because if you make it to the end of the game a massive robot caricature of the show's frontman himself trundles in on tank tracks, blasting eyebeams at you in an attempt to stop you claiming the star prize. Come back Roy Walker, all is forgiven!



▲ COLLECT THE KEYS!

▲ COLLECT THE POWER UPS!

▲ COLLECT BIG, BIG PRIZES!

▲ COLLECT SOME BLOOD-STAINED CLOTHING!

MARK'S COMMENT

On the accurate conversion scale this rates 7 out of 10. Apart from the bosses, the coin-op's graphics are pretty crude when compared to some Megadrive games, so I was surprised to find that, though there is certainly the right quantity (you seldom see this many sprites on a Megadrive screen), the quality isn't quite so good. The same goes for the sound, which should have been better. The action, though, remains intact, which is the important thing. So far so good. The thorn in the game's side, though, is the appalling control system. Instead of opting for a logical, and practical, system where you rotate the character's gun, the programmers have simply opted for fixed fire when you hold down C, and directional fire when you press A. This makes it very difficult to escape when you have enemies bearing down on both sides, and you stand almost no chance of surviving if you're cornered. If it wasn't for the tragic control system, this would be a playable and addictive game.

LIFE IS THE NAME OF THE GAME

As we all know, Smash TV is the ratings winning gameshow of the distant future, where the legacy of Mary Whitehouse is long since gone and real life violence is acceptable on the box, but is it just fiction or could this be the way ahead? After all, in the old days there was nothing Granny enjoyed more than a good Saturday afternoon episode of Play Your Cards Right or Winner Takes All, but all that is soon to change with the British television debut of 'Gladiators'. Based on the hit stateside gameshow 'American Gladiators', the contestants are required to battle against the hulklike gladiators in a variety of different events, ranging from one on one duelling and shooting tennis balls to scaling 'The Wall' and rolling around in the mighty Atlaspheres. Could this be a return to the entertainment of Roman times? Bring back Lenny Bennett's Lucky Ladders, that's what we say.

CAN YOU SURVIVE THE MUTOID MAN (TOP), THE STANDARD MASS-ASSAULT, OR THE SERPENTINE TERRORS (BOTTOM)?

TOM'S COMMENT

The Smash TV coin-op is an awesome arcade blast and I had unfeasibly high expectations for this Megadrive conversion of it. Unfortunately, it doesn't live up to its great aspirations, but that doesn't mean it's an altogether bad game. Visually and sonically it delivers the goods, although you can't shake the feeling that the whole thing could have been just that little bit more polished. There's also very little excuse for the sad looking main sprites. Their crippled, boneless legs flick around like fingers rather than limbs. Nit picking aside, the more serious problem is the game's control method. On the first few stages it doesn't cause too many problems but as you progress into the more densely populated rooms it makes the game more frustrating than enjoyable. What we have is a game that's just too unjustifiably difficult. All Smash TV makes you want to do is smash your TV!

SMASH TV

PRESENTATION
74%
Neat intro and interval screens, but few options.

GRAPHICS
80%
Good backgrounds and piles of enemy sprites.

SOUND
81%
Great spot effects, decent tunes and some gratey speech to cough along to.

SHORT TERM PLAY
78%
Warm first impressions are soon cooled by the difficult control method.

LONG TERM PLAY
72%
High difficulty means it'll last you a long time, perhaps forever if you're unlucky.

MEGATECH RATING
70%
An almost-good conversion let down by an infuriating lack of control.

HILLDYKE COMPUTERS

14 HOUSDEN CLOSE, WHEATHAMPSTEAD, HERTS, AL4 8TN

ALL GAMES FOR MEGADRIVE

GAMES AT £24.99
Alex Kidd in the Enchanted Castle, Art Alive, Columns, Double Dragon, Fatal Labyrinth, Flicky, Mike Ditka Power Football, Rambo III, Super Off Racer, Turrican, World Cup Italia '90, Zoom

GAMES AT £35.99
Alisia Dragoon, Ghouls 'n Ghosts, The Immortal, Shadow of the Beast, Strider

GAMES AT £40.99
Buck Rogers, Hollow World, Might & Magic, Phantasy Star III, Rings of Power, Shining in the Darkness, Starflight, Sword of Vermillion, Where in Time is Carmen Sangiego?

PHANTASY STAR II £49.99

GAMES AT £29.99
After Burner II, Alien Storm, Alien Tank, Altered Beast, Arnold Palmer Tournament Golf, Arrow Flash, Blockout, Bonanza Bros, Burning Force, Crackdown, Cyberball, Dark Castle, Decapattack, Dynamite Duke, Eswat, Fire Shark, Forgotten Worlds, Gain Ground, Ghostbusters, Golden Axe, Hellfire, Herzog Swei, JB Douglas Boxing, Jewel Master, Joe Montana, Jordan Vs Bird, Kings Bounty, Klax, Last Battle, Moonwalker, Monster Lair (Wonderboy III), Monster World III, Mystic Defender, Phellos, Revenge of Shinobi, Shadow Dancer, Sonic Hedgehog, Space Harrier II, Streets of Rage, Super Hang On, Super League Baseball, Super Monaco Grand Prix, Super Real 1/2 Basketball, Super Thunderblade, Test Drive II, The Games - Winter Challenge, Thunderforce 2, Truxton, Twin Hawk, Wrestle War

GAMES AS £32.99
688 Attack Sub, Abrahams Tank, Back to the Future 3, Battle Squadron, Budokan, Bulls vs Lakers, California Games, Castle of Illusion - Mickey Mouse, Centurion, Desert Strike, Dick Tracey, DJ Boy, Ea Hockey, F22 Interceptor, Faery Tale Adventure, Fantasia - Mickey Mouse, Fatal Rewind, Golden Axe II, Gynoug, Hardball, Hard Drivin, Headbangers Ball, James Pond, John Madden 1992, Joe Montana II, Kid Chameleon, Killing Game Show, Marble Madness, Mario Lemlux Hockey, Mercs, Midnight Resistance, Olympic, Outrun, Pacmania, PGA Golf, Populous, Quackshot - Donald Duck, Road Rash, Robocod - James Pond II, Speedball 2, Spiderman, Star Control, Super Hydlide, Sword of Sodan, Toe Jam & Earl, Toki

GAMES AS £32.99 Cont....
Xenon 2, Zany Golf, Zero Wing, Lotus Turbo Challenge, Lemmings, Leander, Steel Empire, Ferrari F1, The Simpsons, EA Hockey 2, Powermonger, Mega Lo Mania, Another World, Sonic Hedgehog 2, Chuck Rock,Corperation

CONSOLES & ACCESSORIES

MEGADRIVE + SONIC	114.99
GAME GEAR + COLUMNS	94.99
GAME GEAR + SONIC	114.99
ARCADE POWER STICK	32.99
INFRA RED REMOTE	
CONTROL PAD	32.99
GAME GEAR TV TUNER	68.99
MEGA DRIVE GAME GENIE	38.50

PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO HILLDYKE COMPUTERS

£6 PART EXCHANGE OFF ANY GAME IF YOU SEND IN AN OLD MEGA DRIVE CARTRIDGE (NO MORE ALTERED BEASTS OR SONIC PLEASE)

FOR A FULL LIST OF MASTER SYSTEM AND GAME GEAR GAMES - PLEASE PHONE, OR SEND AN SAE TO THE ABOVE ADDRESS

ALL CARTRIDGES ARE OFFICIAL UK SEGA CARTRIDGES, NOT JAPANESE IMPORTS

PLEASE ADD £1 P&P FOR GAMES AND ACCESSORIES AND £7 FOR CONSOLES

FOR ANY ENQUIRIES, PLEASE CALL **0836 514514**

BUY AND TRY EXCLUSIVE

GAMES

BARE KNUCKLE	34.99
BATMAN	34.99
BUCK ROGERS	49.99
BLOCKOUT	29.99
BIMINI RUN	34.99
BONANZA BROS	34.99
BURNING FORCE	34.99
B. DOUGLAS BOXING	24.99
CALIBRE 50	34.99
CARMEN SANDIEGO	49.99
CURSE	32.99
CYBERBALL	34.99
DINOLAND	39.99
DJ BOY	34.99
DESERT STRIKE	39.99
DYNAMITE DUKE	34.99
EA ICE HOCKEY	39.99
EUROPEAN CUP SOCCER	39.99
F22	39.99
FATAL LABRYNTH	39.99
FORGOTTEN WORLDS	34.99
GAIN GROUND	16.50
GOLDEN AXE 2	39.99
GALAXY FORCE 2	34.99
GYNOUG	39.99
HARDBALL	39.99
HARD DRIVIN	39.99
HYDLIDE	39.99
JAPANESE BASEBALL	39.99
JOHN MADDEN F/BALL	34.99
JOHN MADDEN 92	39.99
JOE MONTANA F/BALL	34.99
JM SPORTS TALK F/B	39.99
KID CHAMELEON	34.99
KUBKI SOLDIER	44.99
MIKE DITKA FOOTBALL	34.99
MERCS	39.99
M. MOUSE CASTLE ILLUSION	39.99
MARBLE MADNESS	39.99
MYSTIC DEFENDER	39.99
OLYMPIC GOLD	39.99
ONSLAUGHT	34.50
PAPERBOY	34.50
PGA TOUR GOLF	39.99
PHELIOS	34.99
PITFIGHTER	49.99
POPULOUS	44.99
PHANTASY STAR 3	59.99
QUACKSHOT	36.99
RAIDEN TRAP	49.99
RAMBO 3	29.99
R.B.I. 3 BASEBALL	36.99
RINGS OF POWER	44.99
ROAD RASH	39.99
ROBOCOD J POND 2	39.99
REVENGE ON SHINOBI	36.50
SAINT SWORD	28.99
SONIC	34.99
SPACE HARRIER 2	34.99
SPLATTERHOUSE	44.99
STAR CONTROL	39.99
STAR CRUISER	34.99
STREETS OF RAGE	34.99
TAS-MANIA	36.99
TERMINATOR	39.99
TROUBLE SHOOTER	44.99
TIGER	29.99
TOE JAM & EARL	39.99
TOKI	39.99
TRUXTON	39.99
TASK FORCE HARRIER	49.99
TURRICAN	39.99
WARSONG	44.99
WONDERBOY 3	19.99
WHIP RUSH	19.99
WRESTLE WARS	39.99
ZERO WING	39.99

ACCESSORIES

MASTER GEAR CONVERTOR	24.99
GAME GEAR MAGNIGEAR	19.99
GAME GEAR ORGANISER	21.99
GAME GEAR TRAVELCASE	11.99
GAMES MASTER CONV	19.99
MD JAP CONVERTOR	8.99
MASTER GAME PAD	9.99
MEGADRIVE CLEAN KIT	9.99
MEGADRIVE ORGANISER	23.99
MEGADRIVE PSU	15.99
MASTER LIGHTPHASER	29.99
MASTER SPORTS PAD	29.99
MEGADRIVE PRO 2 PAD	19.99

CONSOLES

GAMEGEAR & SONIC	129.99
MEGADRIVE & 3 GAMES	159.99
SEGA MASTER & SONIC	89.99
SEGA MASTER 2	49.99

BUY & TRY
10 DAY BUY-BACK SCHEME
BUY YOUR 1ST TITLE - IF YOU WISH TO EXCHANGE IT WITHIN 10 DAYS, RETURN, 'AS NEW' AND WE WILL ALLOW 80% AGAINST YOUR NEW CHOICE. POSTAGE IS CHARGED AT USUAL RATE.
SEND THIS REFERENCE WITH ORDER MTECH.10.

P&P: £1.50 SOFTWARE SENT 1ST CLASS RECORDED. £10.00 HARDWARE SENT BY COURIER

CHEQUES WELCOME (GUARANTEE CARD NUMBER ON BACK OF CHEQUE

INSTANT CREDIT TO PERSONAL CALLERS (FULL DETAILS ON REQUEST)

Access VISA AMEX

MICRO MIPS

TEL: 051 650 0500
FAX: 051 650 0506
25-29 GRANGE ROAD WEST
BIRKENHEAD,
MERSEYSIDE. L41 4BY

FORMAT 4 M-BIT

MT 10 STATUS: REVIEW

BULLS

BY ELECTRONIC ARTS

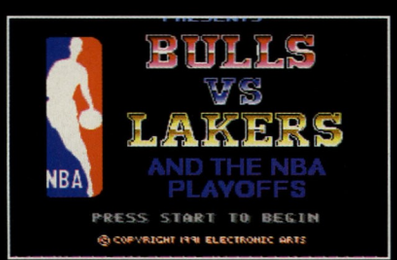
PRICE: £39.99

PLAYERS: 1-2

GAME TYPE:SPORTS

CONTINUES:BATTERY

SKILL SETTINGS:3

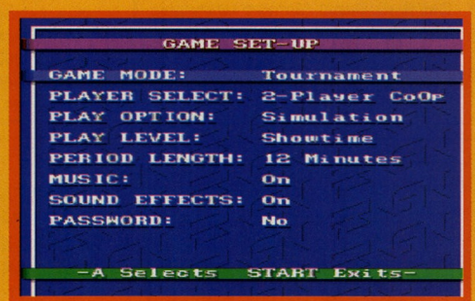


Basketball. A title which conjures up vivid images. Of balls. In baskets. Of running around a court for ages until your face turns blue. And of not being very good at it unless you're about nine foot tall. Armchair basketball fans who'd like a crack at the game but are just too plain short and lazy can now experience all the thrills of the sport with Bulls vs Lakers and the NBA Playoffs from Electronic Arts.

Bulls vs Lakers is a follow-up to the critically acclaimed (although it was never officially released over here) Lakers vs Celtics, programmed by an all-new team with a host of new features. The basic formula of a grandstand-view horizontally-scrolling basketball sim has been kept however, with a few modifications to the gameplay. Luckily, the NBA have seen fit to allow EA to release this one in the UK, so if you really need to spend another ten quid to get an official UK game there's no problem.

OPTIONS GALORE

One of the main improvements made over Lakers V Celtics is the sheer weight of options which have been added. There's any number of ways to play Bulls V Lakers. For starters, there's the standard exhibition match, where the team of your choice battles it out against the computer or another human in a one-off meeting.



▲ THERE ARE A WIDE RANGE OF PLAY OPTIONS, AS YOU CAN SEE FROM THIS PIC.

If you fancy something a little more challenging there's the tournament option to be had. This pits your team against all the others in the NBA, and is a standard knock-out rules league where the winner stays on. A full tournament match-up chart is displayed so you can check who's in, who's out and who you're likely to have to play in the next couple of rounds. This can either be played on your own, or with a friend in the new 2-player co-op mode. This has nothing to do with a string of supermarkets, or even cut-price funeral services, but it is in fact an option which allows you and another player to take part simultaneously on the same side, each human player controlling a separate on-screen character, which leads to some fantastic set-ups impossible with a mostly CPU controlled team. This may seem to save a few frayed tempers as opposed to a 2-Up versus match, but it leads to far worse arguments should either player hog the ball.

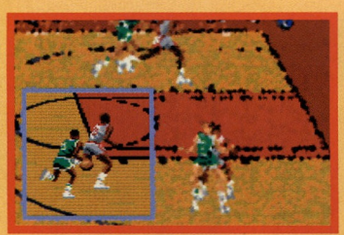
Those options just never end. There are two different versions of the game to play too. One, called Arcade, is a fast-paced version of the game. The console doesn't keep track of your foul record, so there's no possibility of your players fouling out (being sent off in other words). Also your players don't get tired and keep on gambolling about like frisky lambs all day long. Simulation mode is, as you might expect, an altogether tougher, grittier version of events. The players get knacked if they run around too much, so it's essential to rest them and use your supply of substitutes with skill. The CPU also records all your fouls, so filthy players are in trouble here.

REAL PLAYERS!

▲ HANG ON, WHAT'S MAGIC JOHNSON DOING IN THE LAKERS' LINE-UP?

There's not much real basketball stars can do that Bulls vs Lakers players can't simulate. The controls are highly comprehensive. To pass to the closest player, simply press B. However, hold down B and you can use the joypad to highlight which player you wish to pass to, allowing you to penetrate the depths of the court with one long pass. The A button is used to shoot, although this is no longer the cut-and-dried affair it once was. If your player is way out he'll exe-

US LAKERS



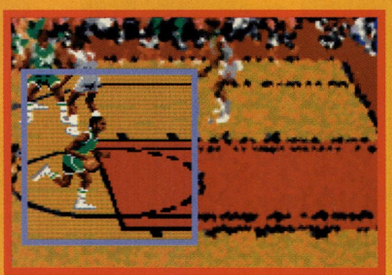
▲ HIT THE BUTTON IN THE RIGHT SPOT...

▲ ... AND HE LEAPS...

▲ ...JUGGLES THE BALL A BIT...

▲ ...SLAM DU...

▲ ...AND PERFORMS HIS VICTORY HANG!



▲ HE APPROACHES THE BASKET...

▲ AND STUFFS IT THROUGH THE HOOP!!

▲ HE LAUNCHES HIS SHOT...

▲ BUT HE CATCHES IT AGAIN!

▲ HE HITS THE BACKBOARD...

cute a long shot, which can also be achieved by pressing the C button, if he's very close to the basket it'll be a slamdunk.

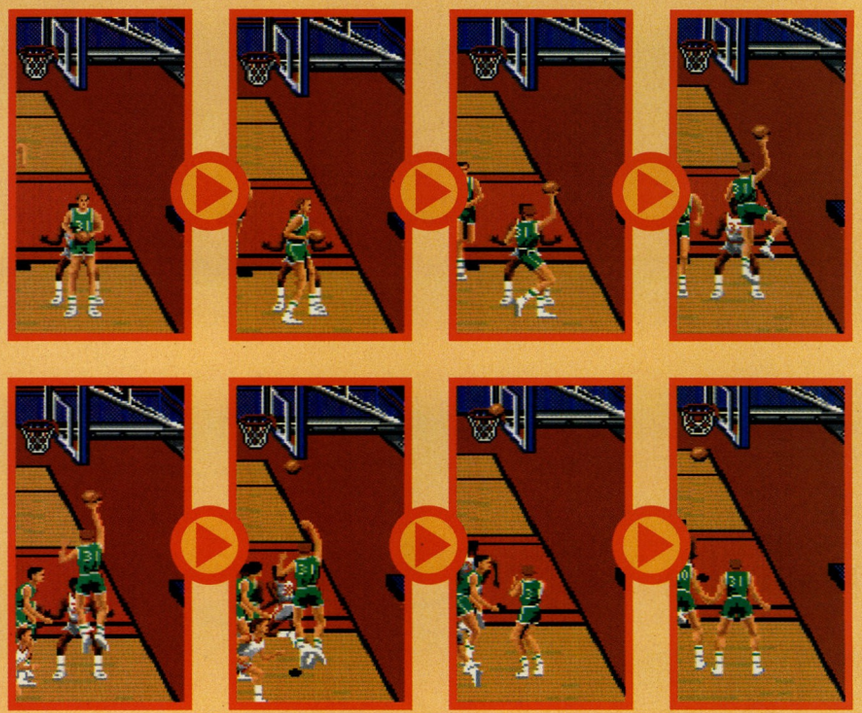
Also, one member of each team has their own signature moves, which are performed simply by pressing A when the player s in one of his "hot spots" on the court. These spots are mapped out in the instruction manual and learning the key areas for your team is essential.

TOM'S COMMENT

Lakers V Celtics was hugely acclaimed when it came out. Although it was only the second basketball game to hit the Megadrive, it featured lots of groovy gameplay and a stronger tactical side than Super Real Basketball, its only competitor. Bulls vs Lakers expands on the simulation aspects of its predecessors. To begin with, this makes the game much less accessible. There are so many skills to master both on and off court that the task of learning to play seems daunting at first. Still, sticking with Arcade mode at first makes the job a bit easier, and the impressive graphics and the atmosphere of the game encourage you to give it another go. At the end of the day though, Bulls vs Lakers is every inch a sequel. Yes, there are some new features, mostly on the options side of things, and it's very playable, but on the whole the game's pretty thin on original ideas, and it also runs slower than say, Supreme Court Basketball. If you're a big stats 'n' atmosphere fan, this is certainly worth a look. However, if you already own the first game or you're just after a fast-paced action-packed basketball title, Dave Robinson and his Supreme Court could be for you.

FAKIN' IT

Faking shots is another favourite pastime of those wily basketball stars. Press A to jump if a defender is giving you grief. Now press A again to launch the ball over his head or, if he jumps to intercept, use the D pad to drive around him. Defensive players have a wide variety of moves too. The B button takes control of the man nearest the ball. Pressing A pulls off a block attempt, where the player leaps and throws his hands in the air to stop a shot or pass. This is best performed right in front of the opposing player as this makes it easier to put their aim off. Press C to try a steal and rip the ball off an opponent. Once again, this is best performed right in close, but be careful not to keep hammering the button as this is classed as too aggressive, resulting in a foul being awarded.



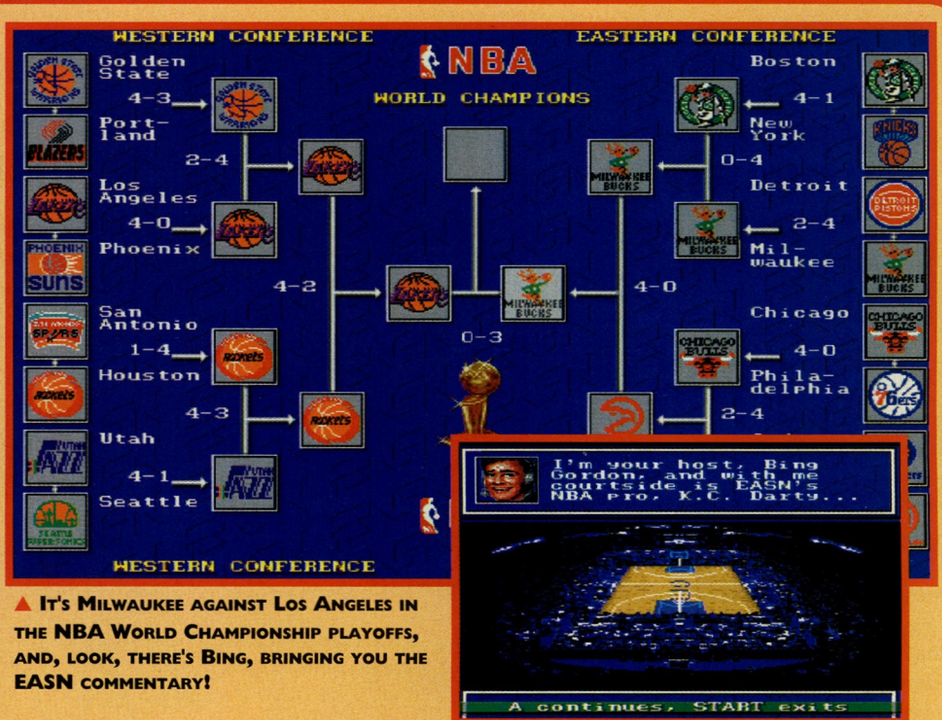
FREE POINTS

A supposedly easy way to pick up some free points is by free throws. If an offensive player is fouled in bounds (near the basket), he is given two free throws at the hoop each worth one point, whilst everyone else watches. Aiming free throws would be a bit easy ordinarily with the automatic aiming system used in the rest of the game, but the programmers have seen fit to make players work for the points. At the outset, a horizontal bar appears, with a small basketball cursor travelling from left to right along it. The object is to stop the basketball in the white area to get a perfect left/right aim. Then the process is repeated with a vertical bar to get the height and angle correct. The difficulty of the shot is based upon the thrower's free throw percentage. The higher this is, the slower the cursors move and the easier the shot correspondingly becomes.

▲ THE TENSION MOUNTS AS HE LINES UP FOR THE SINGLE POINT SHOT.

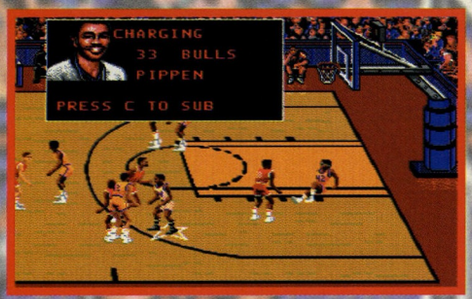
STAT-MAN

Everyone knows that fans of American sports like their statistics. No game can be broken down into too many little bitty tables and charts and percentages. So, in keeping with the spirit of Americana which presides over basketball games, halftime in a tournament game results in a full breakdown of play. First the EASN commentators relay the scores from other league matches so you can check how the opposition is shaping up, and from there you are whisked to stat heaven, where you can gaze longingly at free throw percentages, possession times, rebound records, the most three pointers scored and sundry other REALLY INTERESTING trainspotter-type things to win friends and influence people with. The stats screen also appears at the end of every period.



▲ IT'S MILWAUKEE AGAINST LOS ANGELES IN THE NBA WORLD CHAMPIONSHIP PLAYOFFS, AND, LOOK, THERE'S BING, BRINGING YOU THE EASN COMMENTARY!

FOUL PLAY



▲ HEY! THIS ISN'T FULL-CONTACT BASKETBALL!

Basketball is a non-contact sport of the strictest order. If an offensive player knocks into a defensive player, that is charged as a personal foul, although it's fine for a defensive player to do the opposite.

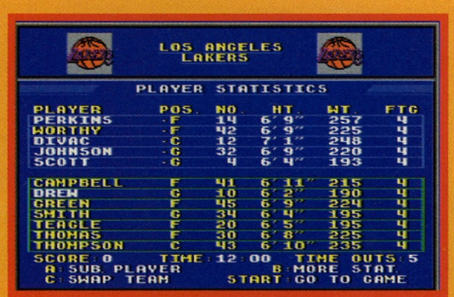
If the player in possession stops dribbling the ball, he must throw the ball. If he starts dribbling again a double dribble foul is called.

Should the man with the ball take a step without dribbling the ball, that too is a foul, the one they call travelling.

Then of course there's all the time-based violations. The 24 second clock violation allows players only 24 seconds to make a shot once they are in-bounds. This clock is reset once the ball hits the rim of the hoop or is repossessed by the defence. The five-second inbound violation rule allows players a whole five seconds to get the ball back into play after it has been called out of bounds or a point has been scored.

Thinking of killing time in your own half once you've gained possession? Forget it. There's the 10 second backcourt violation, which gives you ten seconds to get the ball into the defence's half, plus the over-and-back backcourt violation which deems once a player has passed over the halfway line with ball, he is not allowed back over it until he has passed the ball on.

STAT-MAN RETURNS

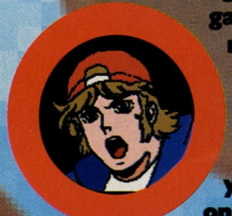


▲ WE'RE SURE MAGIC JOHNSON RETIRED, YOU KNOW...

If you're playing in Simulation mode, you'll find your players tire after a while. If you think they need a rest, call a time-out by pressing START then C, although you must be in possession to call a time out and only five time outs per period are awarded. Once a time-out is called, the player stats screen appears. This shows a few bits of trivia about each player, but also certain key facts. First of all, the number of fouls they have committed (a player is sent off after committing six fouls).

Then there is the all-important fatigue rating. A rating of four indicates full strength, but should this drop to two or below, the player becomes noticeably slower, executing shorter jumps and losing accuracy. The only way to remedy this is to substitute them. You have a choice of seven subs which can be placed in any position (although their best is noted to make things easier). Once your fave player is rested, you can reintroduce him to the game.

MARK'S COMMENT



I'm getting really cheesed off with the amount of basketball games that are now available. It's time someone actually realised that football, for instance, is infinitely more popular in this country, and that a few decent soccer games would go down really well. Back to Bulls vs Lakers, or should that be Lakers vs Celtics? They're almost identical. Although Lakers vs Celtics wasn't released over here, if you bought it on import there's no point buying this. The only difference is that stars such as Jordan and Bird (there's another bloody basketball game) now have their signature moves included. As for the game itself, I found it a little frustrating as it's very difficult to get around opposition defenders. It's also very hard to spot who has the ball when four or more players cluster together. Check it out if you're a basketball fan who doesn't have Celtics, but personally I prefer Dave Robinson's Supreme Court Basketball because it's faster.

BULLS VS LAKERS

% RATINGS

0 50 100

PRESENTATION
95%
More options, presentation screens and stats than you can shake a multitude of sticks at.

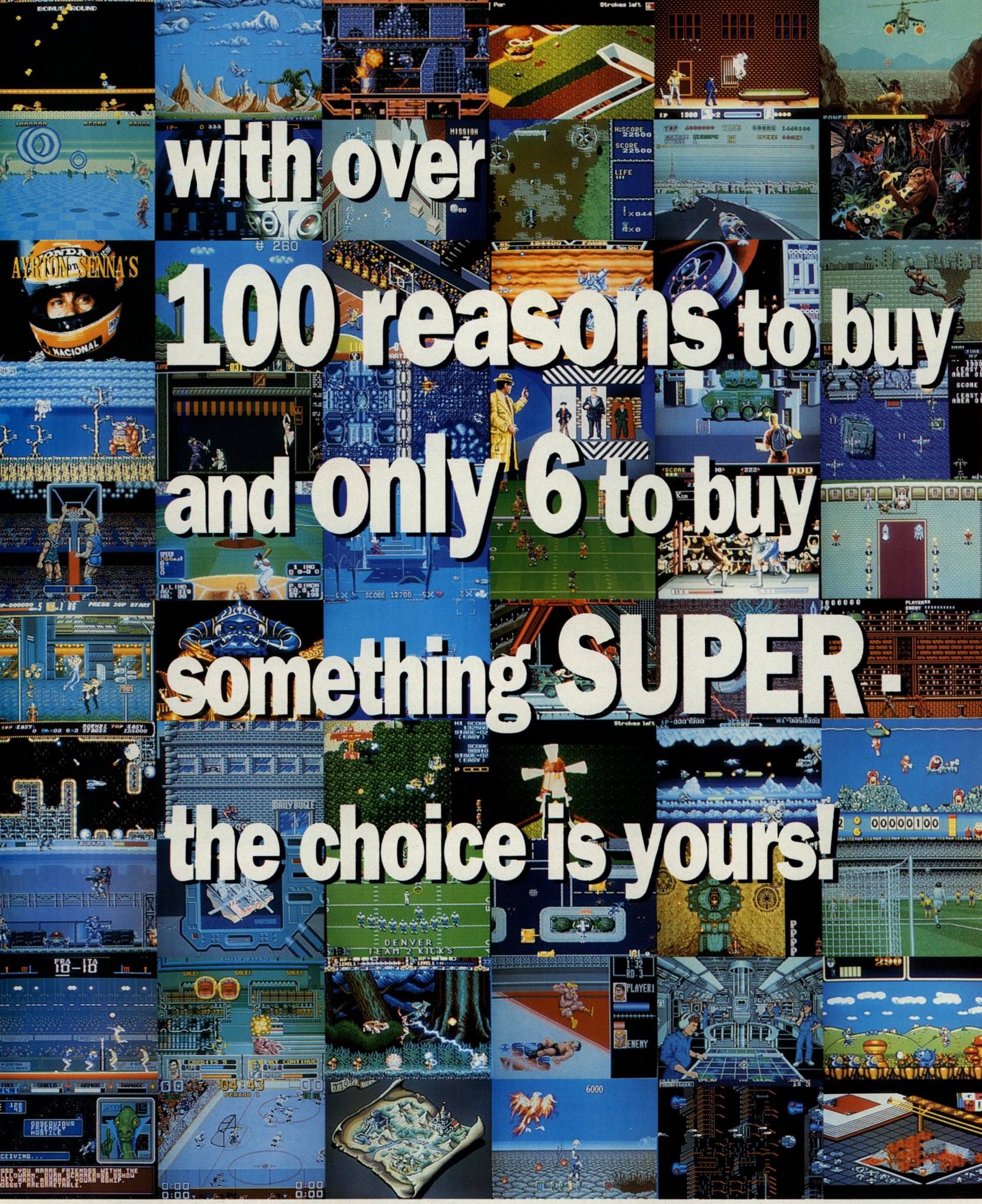
GRAPHICS
85%
Nice animation and well drawn sprites, but that one background does tend to get pretty dull.

SOUND
83%
Rob Hubbard returns with some nice sounds, and the referee calls out his judgments.

SHORT TERM PLAY
75%
lot of getting into, although not so badly that you'll abandon it after ten weeks of fruitless play.

LONG TERM PLAY
83%
There's plenty to keep you going for a long time, with new features to discover and practice.

MEGATECH RATING
80%
A very accurate simulation which which will definitely appeal to hardcore basket fans.



TO BE THIS GOOD TAKES AGES TO BE THIS GOOD TAKES SEGA TO BE THIS GOOD TAK

something MEGA

The SEGA MEGA DRIVE has already got over 100 awesome 16BIT games for you to choose from and there'll be 70 more brain busters available between-now and the end of the year.
There is really only one 16BIT games system, so how many more reasons do you need to buy the ultimate games console - the SEGA MEGA DRIVE!

SEGA®
MEGA DRIVE®

ONLY £129.99

MEGA DRIVE
SONIC Pack includes: Control Pad and 'Sonic The Hedgehog' Cartridge

ES AGES TO BE THIS GOOD TAKES SEGA

SEGA

BIG prizes to be won on the MegaTech Hyperlines!

We're giving away more prizes than you could safely shake a joypad at, and as if that wasn't enough, there's a helpline

packed with cheats for all the latest games. All you have to do is dial this number, choose the line you want and listen to the instructions. It couldn't be easier, so get on the blower - NOW!

0839 500 807

WIN A MEGA-CD

On line one we're giving away a Mega-CD, the add-on that's set to revolutionise the world of Megadrive games.

What can it do that's so hot? Well just one CD can hold 660 times the data of a normal 8-megabit cartridge. That means more graphics, more sound and more game for your money. In addition there's an extra 16-bit processor that runs along side the one in the Megadrive, allowing all sorts of extra graphic effects such as sprite scaling and rotation and arcade quality 8-channel PCM sound. And as if that wasn't enough recorded music and speech can be incorporated directly into the game from the disc!

WIN A STEREO MONITOR WORTH £300!

On line two you can win a top-of-the-range Phillips stereo monitor, which means you can connect your Megadrive via its SCART socket for stunning graphics and sound. No more being dragged from the TV just as you're about to reach a high score.

WIN £200's WORTH OF SOFTWARE!

On line three you can win 200 sovs worth of the latest cartridges. Not any old games though, you get choose what cartridges make up your prize. All you have to do is answer three simple games-related questions. What are you waiting for? Get dialling!

THE HYPER TECHNIQUE LINE!

Gone through all the cheats in this issue? Well, try taking a look at those we'll be printing next month. On this line you'll find a smattering of tips and cheats straight from the pages of the next Technique Zone. Keep one step ahead of your friends and call this line now!

Calls are charged at 36p per minute off peak, and 48p per minute at peak times. If you're under 18, please make sure you OK things with whoever pays the 'phone bill before you call!

DIAL-A-TIP

CHEATS, TIPS AND GAME SOLUTIONS

CHEATS GALORE
0891 101 234
CONSOLE HOTLINE
0891 445 990
CONSOLE CHEATS AND TIPS
0891 445 991
SEGA CHEATS AND TIPS
0891 445 933
WHIZZKIDS COMPUTER QUIZ
0891 101255
SONIC AND QUACKSHOT HELPLINE
0891 866 001
SHADOW OF THE BEAST HELPLINE
0891 442 022
SHINING IN THE DARKNESS HELPLINE
0891 866 002
THE IMMORTAL HELPLINE
0891 445 928
COMPUTER FUNLINE
0891 445 799
FOR FULL INFORMATION ON ALL OUR OTHER HELPLINES, RING
0891 445 904
ALL SERVICES UPDATED WEEKLY

PROPIETOR:- JACQUELINE WRIGHT P.O. BOX 17, ASHTON UNDERLYNE, LANCS, OL7 0WW
CALLS COST 36P A MIN AT 'CHEAP' RATE AND 48P A MIN AT ALL OTHER TIMES.

DANIEL OF WINDSOR

DANIEL DEPARTMENT STORES
120 - 125 PEASCOD STREET
WINDSOR . BERKS.

MAIL ORDER NO : TEL: 0753 862106

WE OFFER A WIDE SELECTION OF

- ☆ SUPER NES
- ☆ SEGA
- ☆ GAMEBOY
- ☆ LYNX

STORES AT: EBBW VALE
TEL: 0495 306656
NEWBURY & EALING
TEL: 0635 40017 TEL: 081 567 6789

FUN ON THE PHONE ✪ HUGE PRIZES

WIN ALL THIS!!
PLAY THE EASY QUIZ NOW AND IT COULD BE ALL YOURS!
CALL 0839 550016

HEY WRESTLE FANS GET THIS A FREE WRESTLING BADGE!!
PLAY THE QUIZ AND CLAIM YOURS!!
0839-550098

GET A FREE GENUINE THUNDERBIRDS BADGE CALL 0839 550090

WIN A TRIP TO CALIFORNIA
PLAY THE CALIFORNIA QUIZ NOW!!
CALL 0839 550010

A HUGE PILE OF THUNDERBIRD MODELS 0839-550009

WIN ALL THIS
0839-550009

JOKE LINE 0839 654300

LISTEN TO THE BUTT RAP 0891-424182

WIN A PAIR OF GENUINE ROLLERBLADES 0839-550085

CALL NOW

WIN THIS FULL SIZE MARIO PINBALL
PLAY THE QUIZ NOW AND IT COULD BE YOURS!!
CALL 0839 550001

GO PINBALL CRAZY

CALLS COST 36p (CHEAP RATE) 48p (AT ALL OTHER TIMES) PER MIN. INC. VAT. ASK PERMISSION BEFORE YOU CALL. £1 POST, PACK & HANDLING REQUIRED FOR FREE BADGES. MAX LENGTH OF CALL 5.5 MINS / 1.98 (CHEAP RATE). GOLDLINE PROMOTIONS, DEPT DN, P.O. BOX 40, CAMBRIDGE. WINNERS WILL BE NOTIFIED BY POST. WINNERS LIST AVAILABLE AT CLOSE OF COMP

TECHNIQUE ZONE

Bet you though we'd covered everything last issue. Well this month we kick off with the latest batch of Technique Zone shorts plus a beginner's guide to Warriors Of The Eternal Sun, where we tell you where the hidden rooms are, how to find your way through the swamp, and what to do in the temple. On top of that we answer more of your questions in Helpline. Don't forget, we'll give five games to writer of the best tips we print. You can send your pearls of wisdom to Technique Zone, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

BULLS VS LAKERS

TZ 1/8 CODES FROM JOHN MCCONACHIE, GLASGOW

These codes will takes you straight to the final, leaving you with only one game to win to become NBA champion.

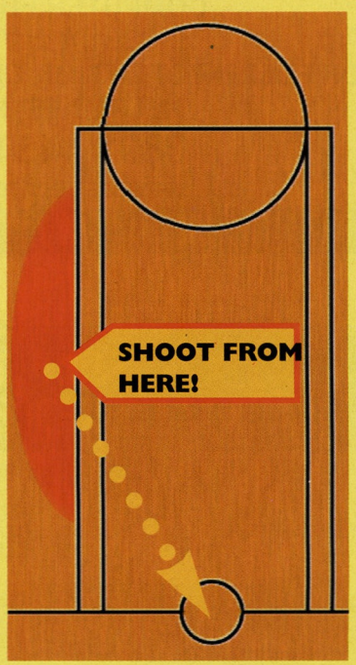
Chicago Bulls 3 v 1 Suns KXOVPBBB
LA Lakers 3 v 1 Pistons NLOWFBBL
Portland Blazers 3 v 0 Celtics DBOBPBBC
Utah Jazz 3 v 0 Bucks WVOB5BBB
Milwaukee Bucks 3 v 0 Blazers CDOBFBBB
Boston Celtics 3 v 1 Lakers DNOZPBBB
Houston Rockets 3 v0 76ers 12OBFBBB
San Antonio Spurs 3 v 0 Hawks 1GOBFBBB
Atlanta Hawks 3 v 0 Lakers T4OBFBBB
New York Knicks 3 v 0 Lakers TFOBKBBB
Phoenix Suns 3 v 1 Bulls 2 ZOV5BBB
Seattle Super-sonics 3 v 0 Celtics GQOBKBBJ
Indiana Pacers 3 v 0 Blazers POOBFBBB
Golden State Warriors 3 v 1 Hawks O6OV5BBB
Philadelphia 76ers 3 v 1 Lakers J8OV5BBB
Detroit Pistons 3 v Jazz ISOV5BBB

Or, if you want to be really unsporting, you can become an instant champion with one of these codes.

Bulls KXWVLBBB
Blazers DBWBLBBG
Bucks CDWBBBBC
Rockets 12WBVBBB
Hawks T4WBBBBB
Suns 2ZWV2BBH
Pacers POWBBBBB
76ers J8WL2BBB
Lakers NLWWBBBV
Jazz WVWB2BBF
Celtics DNWZLBBC
Spurs IGWB2BBB
Knicks TJWBFBBB
Super Sonics GQWBGBBH
Warriors O6WV2BBK
Pistons ISWV2BBB

LAKERS VS CELTICS

TZ 2/8 GUARANTEED SCORING FROM MR NO'NAME, ROTHERHAM



To score almost every time you get into the opponents area you have to be playing either the Suns, or the All-Star team. Make sure Tom is in the first team, and get the ball to him. Move him into the shaded area and hit A to shoot. This results in an almost unstoppable shot, and you can keep using this tactic to amass a massive score.

PITFIGHTER

TZ 3/8 SURE-KILL TECHNIQUE FROM PAUL TAYLOR, NORWICH

CHUCK ROCK

TZ 4/8 BOSS BEATING
FROM STEVE
PITCHFORD,
CIRENCESTER.

When you're frozen by the roar of the Sabre Toothed Tiger at the end of the first level, you can still move right to avoid his attack by pressing right on the D-pad and tapping C.

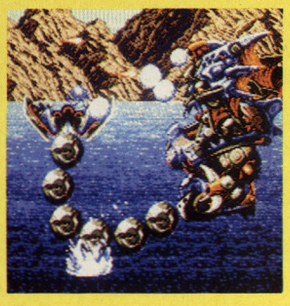
DAVE ROBINSON'S SUPREME COURT BASKETBALL

TZ 5/8
EASY SCORING
FROM MMARTIN,
WOLVERHAMPTON

The best team to select is LA, and their best player is Bullseye Bond. Pass to him as soon as you have possession, then run him to the edge of the three point area and shoot. You'll score most of the time.

THUNDERFORCE IV

TZ 6/8 EXTRA MUSIC
FROM NEIL OFFILER,
NOTTINGHAM

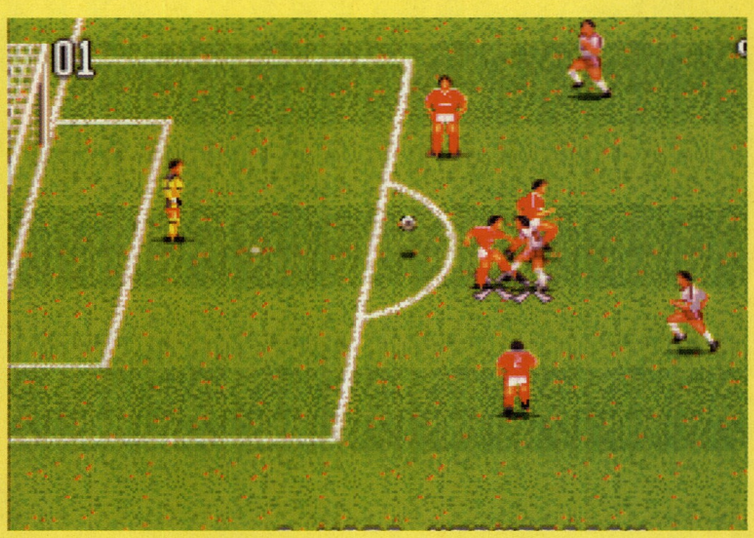


To get this to work you first need to complete the game, which isn't easy. Now go to the options screen by pressing A and Start on the title screen, and you'll find ten new soundtracks on the sound test.

To use this technique you need to be playing either Kato or Ty, and it will let you beat most of your opponents without losing much energy. First use all the items, such as knives and barrels, then walk up to your opponent and clobber them with a flying kick (A+B). Stomp on them twice when they're on the ground, then tap the D-pad twice in the opposite direction to somersault away. Next, walk towards them and repeat the process. Additionally, kick them when they're unconscious after a match and you'll pick up a bigger bonus.

EUROPEAN CLUB SOCCER

TZ 7/8
CODES
FROM LEE PEMBROKE, ROMFORD.



Lee's sent us in codes that will take you all the way to the final, the only drawback is that you're playing Manchester United.
1st Round 2nd Leg 3ITAQBDBHA
2nd Round 1st Leg JCNRABDCGA
2nd Round 2nd Leg OWNRQBDDKQ
Quarter final 1st Leg FKNSABDEAA
Quarter final 2nd Leg R8BSQBDFLQ
Semi Final 1st Leg OSNTABDGHA
Semi Final 2nd Leg KWNTQBDHCA
Final J8NUABDIAE

If a match goes to a penalty shoot out, just press B. You'll score every time.

RINGS OF POWER

TZ 8/8
LOADS OF EXPERIENCE POINTS
FROM JETHRO JONES, WORCESTER

When you've collected two party members go to the Sun and Moon temples at 26.4 x 15.4. Stand in between them and talk to the monk who's there. He'll ask you what you started with so show him the sorcerer's symbol. This earns you 200 experience points. The best bit is you can keep doing this until you reach level nine, which is the highest in the game.

HYPER TECHNIQUE ZONE

WARRIORS OF THE ETERNAL SUN

BY: PAUL TURNER, WEMBLEY

Mysterious lands and half-men half-lizards are mere trifles when you have Paul Turner's games-winning guide to getting ahead in Warriors Of The Eternal Sun. The game's too big to print a complete solution, so here are a few handy hints that will get your party through the opening stages intact, and with plenty of weapons.

WAR

ETERI

PARTY ON!

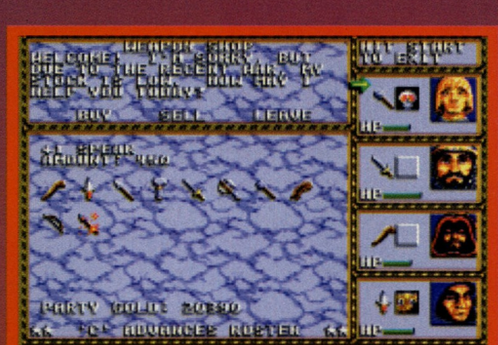
A strong party is the key to completing the game. Spend as long as you have to rolling the stats to get the highest score possible. These are the characters you should have and what scores you should concentrate on:

Fighter: Strength + Dexterity

Magic user: Intelligence + Wisdom

Cleric: Wisdom + Dexterity

Thief: Dexterity + Intelligence



▲ Check the shop at regular intervals to see if there is any new stock.

▲ Always memorise new spells straight after casting a batch.

When you've got a suitably 'ard party, the next thing to do is equip them. The shop seems like the logical place to start, but don't go there yet. First try the crypt in the cemetery. Behind a secret door is a suit of +1 chainmail armour. Go to the magic shop next. Push up to the right of the bookshelf to find a hidden chamber. Behind a false wall is the lightning wand (see below) and a sleep scroll.

Push up to the left of the bar to find yet another secret room. This one contains a +1 Axe. Next, enter the guard tower to the right of the gate. Inside you'll find a +1 sword. Finally go to the dungeon under the castle to recover the gauntlets of ogre power. You'll need these later in the game.

Now go to the shop and equip your party with the following:
Fighter: +1 Armour, +1 Sword
Thief: +1 Axe, Leather Armour
Magic User:Staff
Cleric: Mace, Leather Armour

A bow and arrows is handy, providing you can put up with the hassle of switching between weapons, as it lets you pick-off enemies as they advance towards you.

RRIORS OF THE NAL SUN

LIGHTNING WAND

This is a very powerful weapon that will destroy your party if you don't use it correctly. Outdoors it zaps anything in a five-by-five square, so use it at a distance. In a dungeon, the bolt will ricochet off walls if it doesn't hit anything, so make sure you get out of the way if you fire it accidentally.

◀ The Beastman camp, north-east of the castle.

▲ Always have a supply of spells handy.

MAGIC

The cleric's best spells are Continuous Light and Cure Serious Wounds. Silence is handy when you're facing other spell casters as it prevents them uttering any incantations. Cause Fear can be employed against foes to make them reluctant to enter combat, but it doesn't always work.

For the magic user, Sleep is one of the most effect spells because it can neutralise a group of enemies for several rounds. Before you face a boss character, memorise as many Magic Missile spells as possible, the combined effect of them will cause serious damage. Shield is a good spell to have around, especially when you're in trouble. Cast it and run.

OUT AND ABOUT

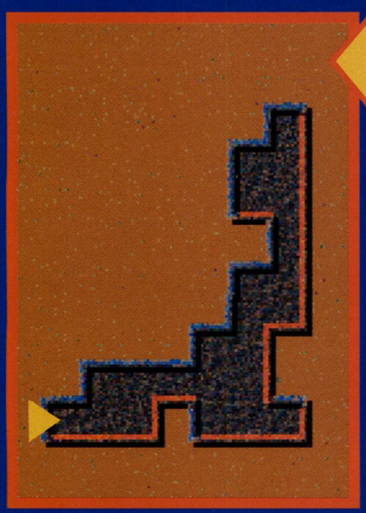
Once you've purchased weapons (don't forget to equip the characters) it's time to hunt beastmen. The best place to start is the beastman camp, which is situated to the north-east of the castle. When you approach the fire, seven beastmen jump out of the bushes. They think they've got the drop on you, but if you blast one group with a Sleep spell and another with the lightning wand you'll soon have them on the retreat.

Return to the shrine to heal any wounded members of your party, and buy a Sleep spell if you have enough cash. You can keep returning to the beastmen's camp to slaughter more and build up experience points. Return to the castle as soon as your characters have gone up a level, as the shops will now have more equipment for sale.

WARRIORS OF THE ETERNAL SUN

RIOT IN THE DUNGEON

The next step is to clear out the caves, which lie to the north behind a waterfall. There are six caverns, plenty of treasure and the toughest characters you'll have met so far.

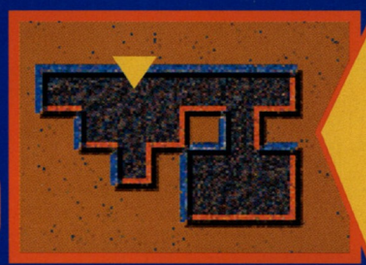


CAVE 1

All you find here are a couple of solitary beastmen. Kill them for experience points.

CAVE 2

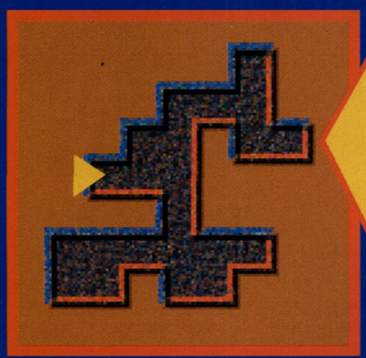
Kill the beastman in this cave to find a sleep scroll.



CAVE 3

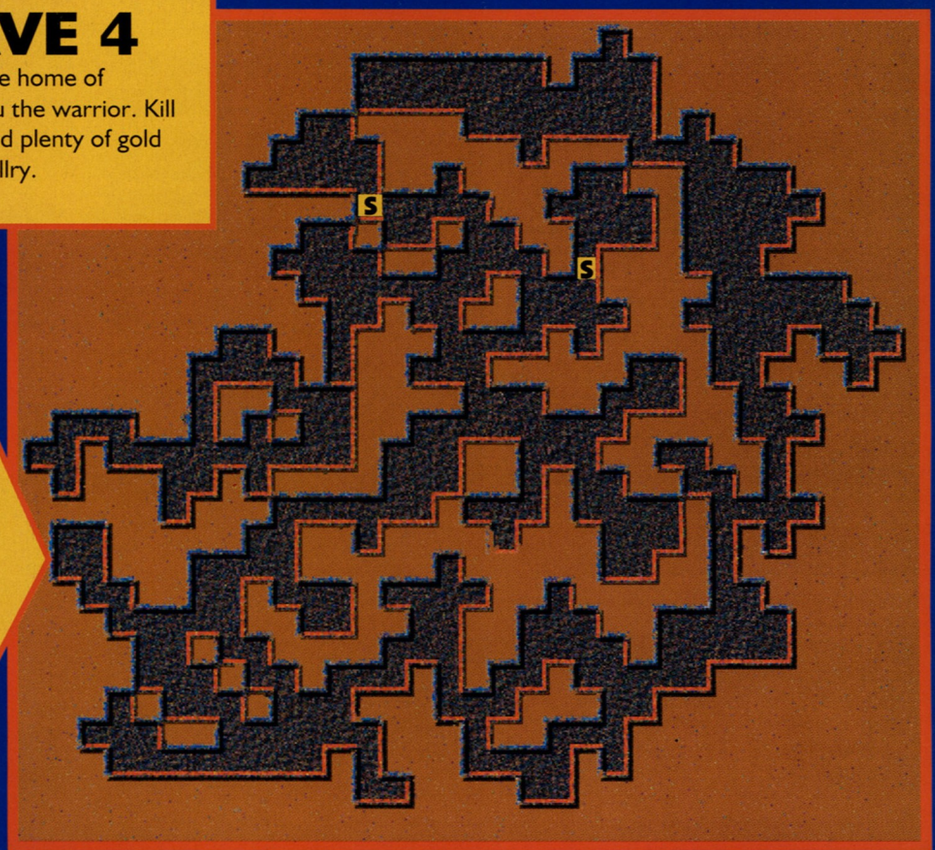
There are loads of beastmen in this cave who attack in two groups. Use a sleep spell to pacify one while you use the lightning wand and swords to deal with the other. You'll find some artifacts in the aftermath, hold onto them instead of returning to Marmillian.

KEY
DOOR
S SECRET DOOR



CAVE 4

This is the home of Kacantizu the warrior. Kill her to find plenty of gold and jewellry.



CAVE 5

The entrance to this cave is blocked. So return to Marmillian and he'll give you the withered vine which will let you pass. Inside you'll have to fight a ferocious warrior named Uklangor. Kill him and take his horde of magic weapons, sell the ones that you can't use and equip yourself with the rest. The passage that leads to the swamp is also here.

SWAMP THING

Not much happens in the swamps. Go to the lizard men's camp in the north-east corner of the level. Slaughter them all and collect the artifacts and treasure. Return them to Marmillian and he'll send you out to explore the Azcan temple.

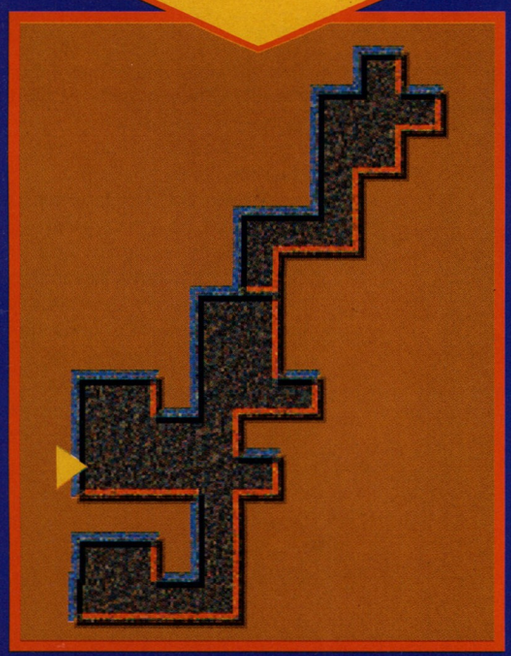
▲ The lizard woman isn't pleased to see you.

▲ The cluster of huts in the top-right is the Beastmen camp.

CAVE 6

When you try to enter this cave you'll get a message saying that someone is blocking the door. The gauntlets of ogre power soon remedy this problem. Inside is a wizard called Grulapp and his guards. Deal with those to find a +1 sword and a Protection From Evil scroll.

▲ The Hydra is a ferocious creature. Try to take it out with spells.



AZCAN TEMPLE

The temple lies on the far side of a jungle, the entrance to which is in the north-eastern corner of the valley. Journey to the far north-east of the jungle to find the temple. Inside you'll come across loads of traps and hordes of nasties. The end result is a showdown between the temple's priests which will net you the four rings of fire protection. Return to the castle, heal your wounded, pick up new weapons and spells, then find out where Marmillian wants you to go next.

SAVE-GUARDING

If you want to avoid a particularly nasty wilderness encounter, save the game, then load your saved game. For some reason the creatures bearing down on you will have disappeared.

HELP!

HELPLINE

Again it's Phantasy Star 3 tips that are in demand. So we've helped out where we can. If you're having difficulty with any Megadrive game, send a detailed discription of where you're stuck and we'll try and bail you out of your seething pool of anguish. The address to write to, as usual, is: Helpline, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

road rash

Road Rash

Please can you help me. All my friends say there is a cheat for Road Rash which arms your rider with a machine gun. If this is true can you tell me what it is?

Phillip East, York.

We're afraid that you are the sad victim of a not very convincing wind-up.

toe jam & earl

Toe Jam and Earl

In the August '92 issue you said not to follow the yellow brick road on the final screen, but walk to the top or bottom right of the level to find something else. I have been to both places (on land and water) but I can't find anything.

Joe Southin, Toddington

They are there, honest. You can't drown on this stage so just keep going through the water until you find something.

thunderforce 2

Thundeforce 2

I cannot get past level six in this game. I have the configuration mode cheat, but it only lets you change levels one to five. Have you got any cheats for levels six and seven.

David Grove, Woking

Sorry David, the only other cheat we know is activated by completing the game on the hardest level, which activates a stage select.

phantasy star 3

Phantasy Star 3

Please can you help me with Phantasy Star 3. I've got the weather station working and it seems that the next step is to get the satellite system running. I've got the Moon Tear but I can't find the Moon Stone anywhere.

John Wenk, King's Lynn

You can find the moonstone in Landen.

Help, I'm stuck in Phantasy Star 3.
1. I can't find the moonstone to fix the satellite control system.
2. I can't get into the palace of Shusoran. I've been told the girl and the monster have already gone in.
3. Also, I can't get to Cille, although I think I can do this when I fix the satellite controls system.

G Hinton, West Bromwich

Do you have any cheats for infinite hit-points or lives? I have reached the final boss but I can't beat him.

Keith Horn, Wishaw

There aren't any cheats. Just make sure you've got the best available equipment and plenty of energy

I desperately need help with Phantasy Star 3. I have married Maia then Thea to reach the third generation. The party now consists of Sean (myself), Wren, Mieu and Laya. I have in my possession Laya's Rendaal, which I used to find out that Laya and Orakis teamed up against a big monster which I think lives in the ocean near Landen. My problem is that I don't know what to do next. The booklet also says you can transform into a submarine, a plane and a boat. How do you do this?

J Fortune, Roxburghshire

You need to journey to Landen and ask some of the locals about Laya to find out what's going on. And it's only Wren who can

transform into the sub, plane and the boat (which is an aquafoil).

Your answer to Keith Horn's question last issue wasn't quite correct. Before returning to the tower in Aridia for the second time, he must first enter Shusoran Castle to meet Lena, by going through the fountain in Shusoran.

Once you've done this and put the Moons back in orbit, return to Shusoran, walk through to the other side of the town, then go to the north end of the island, where you'll find the sand-bridge.

Colin Silver, Maidenhead

Thanks for that, we'll try not to get it wrong again.

starflight

Starflight

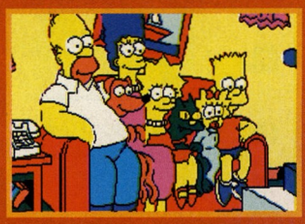
I am stuck in Starflight. I've found the crystal cone, the crystal orb and the black egg, but I can't land on the crystal planet as the ship's hull overheats and it explodes.

Martin Fraser, Caithness

Well, if you have the orb you should be able to land on the planet unharmed. It might be that you're confusing the orb with some other device. You can find it on Sphexi, at 132,165.

bart vs the space mutants

Bart vs The Space Mutants



I can get to level four in Bart vs The Space Mutants, but I can't pass the water jump in the forest. How do you do it?

John Ruddock, Manchester

Wait for the alligators to raise their heads, then jump on them!

shadow dancer

Shadow Dancer

I'm having trouble completing stage 3-3 of Shadow Dancer. I can't beat the boss who throws the steel blades. When I fire, the shurikens just bounce off her swords. Where do I hit her?

Justin Swyer, Bracknell

No tips, but if you hold A, B, C and start on the title screen you'll be able to start on any level.

spiderman

Spiderman

In Spiderman, which order do you have to insert the keys to deactivate the bomb in the final stage.

Ryan Altaf, Shepperton

Watch the colour of the bomb's dome. It flashes between black and another colour, which is the colour of the key you should insert. When you've put one in you have to wait a few seconds for the next colour to appear.

wonderboy in monsterworld

Wonderboy In Monsterworld

I always lose some energy against the first boss in this game, which means I always get slaughtered by the knight who appears afterwards. How do I beat him or get more energy?

Daniel Garsden, Epsom

The knights are easy-peasy to beat, but if you're losing energy, go to the inn, either in Alsedo or Purapril, and spend a night there.

HELPLINE

james pond

James Pond

Are there any infinite energy cheats for James Pond?

Daniel O'Toole, Penn

No, but there is a cheat which opens the exits. When the title screen appears, press C, Left then start. Now when you're playing the game, holding A, B and C then rotating the D-pad opens the exits.

warriors of the eternal sun

Warriors of the Eternal Sun

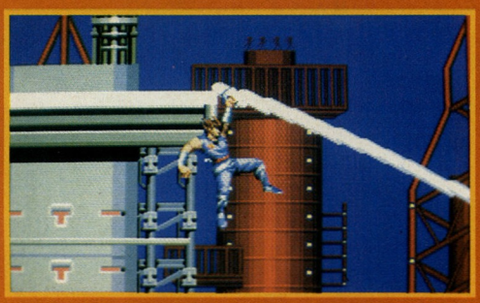
I bought this game a few weeks ago and I'm getting really frustrated with it. I have got the withered vine from Marmillian and have passed the blocked corridors, but I can't get anywhere after that? Also, what do you do in the north-eastern cave when you're told that someone is blocking the door?

A Craig, Glasgow

Keep exploring! There are many secret doors, look for these and you'll eventually come across the warrior Uklangor. Do him in, take his stash of weapons and carry on through the dungeon. You'll eventually come out in a swamp, which is the next stage of the game. The door can be opened with the gauntlets of ogre strength, which are found in the dungeon under the Duke's castle.

strider

Strider



I have had this game for three months and I can now get to the last boss on every skill level, but I can't beat him. What do you have to do?

Kevin Willer, Norfolk

Try and get underneath him. Don't worry too much about getting hit as he only takes three blows to kill, and you can afford to lose your lives here.

HELPLINE HEROES

f you want to write to a Helpline Hero for tips on a game please enclose as stamped, self-addressed envelope. If you want to become a Helpline hero, write to Helpline Heroes, MegaTech, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

this month's heroes...

Afterburner 2, Alien Storm, Altered Beast, Arcus Odyssey, Arnold Palmer's Golf, Battle Squadron, Budokan, Burning Force, Centurion, Darius 2, Decapattack, Devil Crash, Desert Strike, Dynamite Duke, EA Hockey, Elemental Master, Fantasia, Forgotten Worlds, Gain Ground, Gaiaries, Ghostbusters, Ghouls 'N Ghosts, Golden Axe 1+2, Granada X, Gynoug, Hellfire, Insector X, Joe Montana 2, John Madden's '92, Kid Chameleon, Lakers vs Celtics, Last Battle, Marvel Land, Mercs, Castle Of Illusion, Midnight Resistance, Musha Aleste, Onslaught, PGA Tour Golf, Populous, Powerball, Quackshot, Rainbow Islands, Revenge Of Shinobi, Ringside Angels, Road Rash, Robocod, Rolling Thunder 2, Shadow Dancer, Sonic The Hedgehog, Space Harrier 2, Spiderman, Star Control, Starflight, Streets Of Rage, Strider, Super Hang-on, Super Monaco GP, Stormlord, Sword Of Sodan, Test Drive 2, The Immortal, Thunderforce 2+3, Toe Jam and Earl, Tongue Of TheFatman, Turrican, Truxton, Twin Cobra, Two Crude Dudes, Valis 3, Verytex, Wrestle War, Zany Golf.

Lee Froome, 246 Caledonian Road, Islington, London, N1 0NG

Quackshot, Robocod, Eswat, John Madden 92, Fantasia, Moowalker, Spiderman, Strider, Mercs, Sonic, Altered Beast, Outrun, Castle Of Illusion, Alien Stom, Revenge of Shinobi, Golden Axe 3, Wrestle War, Rambo 3, Alex Kidd, Italia 90, Streets Of Rage, F22, Road Rash, Hard Drivin', James Pond, Two Crude Dudes, Super Monaco GP, EA Hockey, Thunderforce 3, PGA Tour Golf, Super Hang-on, Buster Douglas, Toe Jam And Earl.

Ian Cunnerford, 14 Summit Place, Lower Garnal, Dudley, West Midlands, DY3 2TG

AFTERBURNER
27,861,520
Daniel Sullivan, Coventry

ALIEN STORM
100 Supreme Ruler
Jim Graham, Stevenage

ALTERED BEAST
5,663,300
Nick Jerzembeck, Eastbourne

BATMAN
561,900
Danny Kenmure, Edinburgh

BATTLE SQUADRON
8,912,101 (easy level)
Asif Akhtar, Wimbledon

BONANZA BROTHERS
9,762,777
Paul Whiting, Kidlington

BUDOKAN
Finished on one life
Jim Graham, Stevenage

CALIFORNIA GAMES
Footbag: 188,700
Steven Binns, Leeds
Surfing: 9.4 (Turbo setting)
Martin O'Neill, Peckham,Kent
Skating: 7,360
Chris Gilliland, Bristol
Double Half-Pipe: 64,600
Chris Gilliland & James Roberts, Bristol
BMX: 132,850
James Roberts, Bristol

COLUMNS
72,994,617
Philip Butler, Cramlington

DARIUS 2
6,530,390
Mark Hogg, Burton-on-Trent

DECAPATTACK
Completed with 99 lives left
Daniel Creser, Northampton

DESERT STRIKE
4,653,102
Liam Cullen, Welwyn Garden City

DEVIL CRASH
999,999,900
Julian Rignall, Megatech

DICK TRACY
302,800
Dan Towes, Gillingham

DJ BOY
9,835,700
Jonathon Tilbrook, Sheffield

DOUBLE DRAGON 2
51,280
Bob Payne, West Bromwich

EA ICE HOCKEY
121-2 Blackhawks vs Oilers
Gerald Powell, Pontypridd

EARNEST EVANS
1,480,050
David Wheeler, Caerphilly

ESWAT
278,400
Joseph Carson, Glasgow

F-22 INTERCEPTOR
USA: 32,767
Neil McCrory, Dumbarton
USSR: 32,767
Adam Kearsey, Gravesend
IRAQ: 32,767
Adam Kearney, Gravesend
KOREA: 32,767
Neil McCrory, Dumbarton

HYPERPLAYERS

If you want recognition in the pages that are worth more than an entry in Who's Who, you've got to be able to produce a feat of such games-playing prowess that it knocks us, and the current high score for six.

We're only interested in scores you've achieved on one credit, so stay off the continues. We also want you to tell us what level you got to and what difficulty setting the game was on. Send your entries on the coupon supplied, or on the back of a postcard (that saves us opening the envelopes and chafing our thumbs) to

HYPERPLAYERS,
MEGATECH,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON,
EC1R 3AU.

Remember, we've played just about every Megadrive game around and we can usually spot hooky scores, so no cheating.

GOLDEN AXE 650

DESERT STRIKE 4,659,102

TWO CRUDE DUDES 999,999

MARBLE MADNESS 205,360

RAMBO III 999,999,995

NAME.....
ADDRESS.....
.....
.....
.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....

FANTASIA
11,683,600 (hardest level)
Chris Maginnis, Linlithgow

FATAL REWIND
3,658,180
Jody McLarty, Aylesbury

FIRE SHARK
7,122,130 (Completed)
Sharon Mitchell, FRASERBURGH

FORGOTTEN WORLDS
1,985,400
Steven Burge, Fakenham

GAIARES
1,608,352
Asif Akhtar, Wimbledon

GAIN GROUND
201,534
Glenn Squibb, Wroxall, IOW

GHOSTBUSTERS
17,758,000
Wayne Lockwood, Boroughbridge

GHOULS 'N' GHOSTS
984,620 (Professional)
Steven Burge, Fakenham

GOLDEN AXE
650 (Hard level)
Tom Cull, Petersfield

GOLDEN AXE II
841.0
Vernon Moon, Guildford

GRANADA X
23,563,545
Carl Bown, Bournemouth

GYNOUG
2,345,760
Wesley Thomson, Fifef

HARD DRIVIN'
634,483 (Normal)
Nicola Whittaker, Eastbourne

HELLFIRE
12,202,090
Neil Lemon, Bedfont

JAMES 'BUSTER' DOUGLAS BOXING
18,031,120
Daniel Creser, Earls Barton

JOHN MADDEN '92
All Madden 262–New England 10 (1176 rushing yards, one hour game)
Simon Rodd, Broadstairs

KLAX
8,064,580 (import version)
Sharon Mitchell, FRASERBURGH
3,863,033 (official version)
Donna Chilcott, Somerset

MAGICAL FLYING HAT
135,170
Richard Rogers, Royston

MARBLE MADNESS
205,360
Darren Neale, Helston

MARIO LEMIEUX HOCKEY
New York 42 Hartford 8
James Cooper, Tadley

MERCS
Arcade Mode: 1,407,500
Neil Kendall, Birkenhead
Original Mode: 5,107,950
Stu Gorlner, Gorsley

MICKEY MOUSE
1,090,100
Steve Williamson, Telford

MIDNIGHT RESISTANCE
2,104,100
Dan Towes, Gillingham

MOONWALKER
949,400
Philip Butler

MUSHA ALESTE
133,896,380
Rodney Scotland, Northampton

NEW ZEALAND STORY
522,360
Nigel Weston, Wilmslow

OUTRUN
37,004,160 (Hyper level)
Justine Miller, Sutton Coldfield

PACMANIA
1,000,111 (Hard level)
Lee Tooze, Brixham

PGA TOUR GOLF
Avenel: 239 strokes (best 72)
Steve Jones, Portsmouth
Avenel: 60 strokes (best 18)
Meredydd Wilson, Swansea
Sawgrass:237 strokes (best 72)
Lee Mann, Clacton
Sawgrass: 49 strokes (best 18)
Gavin Stevenson, Stirling
West Stadium: 245 strokes (best 72)
Simon Shone, Heywood, Lancs
West Stadium: 51 strokes (best 18)
Dean Lloyd, Rugeley
Sterling Shores: 243 strokes (best 72)
Steve Crosdale, Braintree
Sterling Shores: 51 strokes (best 18)
Simon Shone, Heywood, Lancs

PITFIGHTER
2,071,290
David Wavible, Ayr

POPULOUS
515,090 (Genesis level)
Philip Best, St Austell

QUACKSHOT
1,942,000
Rupert Fitzhugh, Porthcaur

RAIDEN TRAD
2,072,650 (Easy level)
Neil Morgan, Reading

RAMBO III
999,999,995 (Hard level)
Tim Burton, March

REVENGE OF SHINOBI
9,999,900
Daniel Sullivan, Coventry

ROAD RASH
$7,123,610
Andrew Hatfield, York

ROBOCOD
10,389,600 (Completed)
Chris Collins, Cheadle

ROLLING THUNDER 2
352,460
Gary Witney, High Wycombe

SHADOW DANCER
2,400,900
Matthew Forster, Newport Pagnell

SONIC THE HEDGEHOG
9,999,990
David Glover, Driffield

SPACE HARRIER 2
27,283,600
Lee Royle, Reading

SPIDERMAN
23:00:46 (Nightmare level)
P Kelly, Manchester

STREETS OF RAGE
1,055,800 (inc bonuses)
Stefan Ewen, Leicester

STRIDER
236,800
Mick & Barry Gosling, Coventry

SUPER HANG-ON
90,892,640 (Expert level)
Stuart Morgan, Kegworth

SUPER MONACO GP
5,227 Driver's points
Stuart Morgan, Kegworth

SUPER MONACO GP II
160 Driver's points
Wayne Pearce, Haddlesey

TASK FORCE HARRIER
765,000
Neil Brockhouse, Bolton

TAZ-MANIA
79,540
Angus Poland, Bridge of Dee

TERMINATOR
87,990 (Easy level)
Neil Brockhouse, Bolton

TEST DRIVE 2
366,917 (Desert level in Porsche)
Khalid Kudolus, Loughborough

TETRIS
43,953 (281 lines)
Kenji Crompton, Barrow in Furness

THUNDERFORCE II
2,689,719 (Hard level)
Steven Cooper, Fife

THUNDERFORCE III
6,133,900
Matthew Healey, London

TOE JAM & EARL
1,523 (completed with Toe Jam)
Sven Chesters, Sussex

TOKI
320, 600
Lee Cooper, Manchester

TROUBLE SHOOTER
669,780 (Normal level)
Ben Randell, Hastings

TRUXTON
2,522,030
Lawrence Simpson, Hackney

TWO CRUDE DUDES
999,999 (Hard level)
Kevin Gaffar, Chelmsford

ULTIMATE TIGER
4,100,000
Robert Ingram, Hounslow

WARDNER
1,290,900 (Normal level)
Richard Lunt, Bagillt, Clwyd

WINTER CHALLENGE
Speed Skating: 20.02 seconds
Tom Cull, Petersfield
Cross Country:3 mins 34.2 seconds
James Roberts, Bristol
Downhill: 1 min 42.93 seconds
Richard Pursey, Ilford
Ski Jump:110.9 m
Gary Nunn, Chesham
Biathlon: 4 mins 8.3 seconds
Robert Butcher, Biggin Hill

WORLD CUP ITALIA 90
45-0 (Brazil vs France)
Adrian Faulkner, Northwich

ZANY GOLF
18 strokes (completed)
Yuen Aw, Birmingham

4TH-6TH DECEMBER 1992

GAMESMASTER

LIVE

NEC BIRMINGHAM

You've seen
Now experie

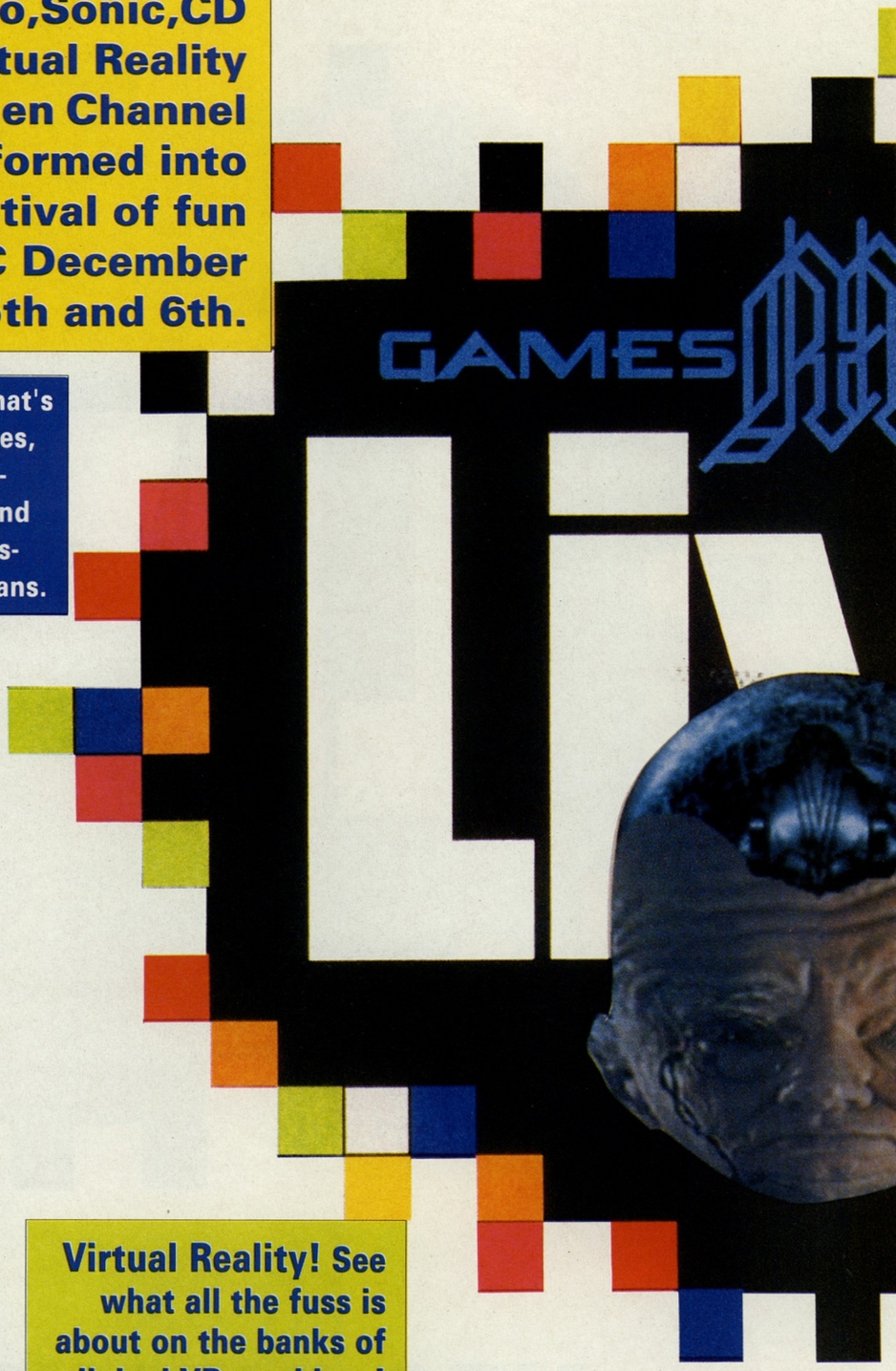
The worlds of Mario,Sonic,CD technology and Virtual Reality collide this December when Channel 4's Gamesmaster is transformed into a fantastic three day festival of fun and frolics at the NEC December 4th,5th and 6th.

Be a part of all that's hottest in consoles, computing, hand-helds, coin-ops and all sorts of games-related shenanigans.

See Jovial Jock, Dominic Diamond, preside over celebrity challenges, competitions and more!

Shoot each other in Quasar Lazer Dome! Take a trip back in time to the old Wild West and free the sheriff, but watch out for those pesky Terminators and their death-type activities.

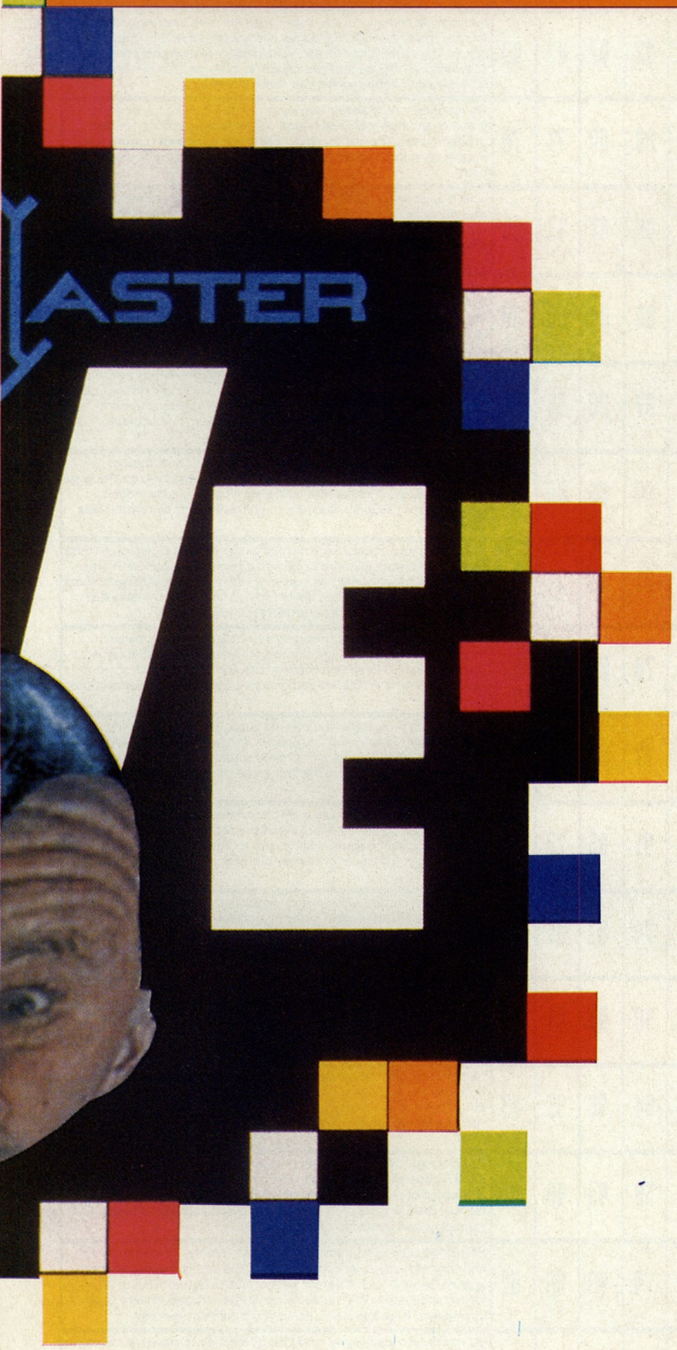
Virtual Reality! See what all the fuss is about on the banks of linked VR machines! Blow the cack out of a friend or a complete stranger.



GAMESMASTER

it all on TV- ence it LIVE!

Put your free tokens to good use in the mega-arcade on all the latest coin-ops. Then use your ID pass to key into the ultimate high scores table, with fab prizes for the top players!



It's an essential experience for all games fans,with hundreds of the latest releases and hot new titles from companies including NINTENDO, COMMODORE, ELECTRONIC ARTS, GREMLIN, MICROPROSE and ANCO. before anyone else, and then use your new-found gaming knowledge to win friends and influence people. GamesMaster Live! will be packed with top celebrities from the worlds of pop, sport and train spotting (well, probably not this last one), all of whom appear in the new series of GamesMaster, there'll be live bands shaking their funky thangs and of course the MEAN MACHINES and CVG crews who'll be on hand to help with games, dispense top secret information and autographs (and accept bribes). Whatever your gaming interests there's guaranteed to be something there for you, from top beat'em ups through to the latest fishing simulations to get your dad interested! Where else can you meet your favourite stars whilst playing on the latest in fab games? Nowhere, that's where (apart from Priory Court that is)

To get your no doubt already sweating palms on a ticket for this jaw-salivatingly smart experience, fill in the form and send it off to us, but hurry, tickets won't last long.

GAMESMASTER LIVE- CAN YOU AFFORD TO MISS IT?

4TH, 5TH & 6TH DECEMBER 1992 GAMESMASTER LIVE!

Name .....

Address .....

.....

.....

.....Postcode .....

Day Time Tel. No. .....Evening Tel. No. .....

Please send me ☐ tickets at £6.00 each.

For 4th ☐ 5th ☐ 6th ☐ (Please tick preferred date). Alternate date .....

I enclose a cheque\Postal order for £ ..... Cheques payable to NEC (Games '92)

Please charge my Visa\Access\American Express\Diners Club

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date .....

Signature.....

CUT ALONG DOTTED LINE

Please enclose a stamped address envelope.
Post to: Gamesmaster Live! NEC Box Office, NEC Arena, BIRMINGHAM. B40 1NT
For credit card bookings, call the NEC Box Office on 021 780 4133
If you have not received your tickets within 21 days of application, please contact NEC Box Office.
Cut Off date for postal applications, 20th November 1992.
Discount available for Games Master Club members, see newsletter for details.

LIVE! BEWARE OF CHEAP IMITATIONS!

GAMESMASTER LIVE
IN ASSOCIATION WITH

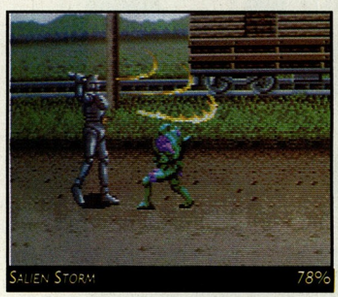
COMPUTER AND CVG VIDEO GAMES

MEAN MACHINES

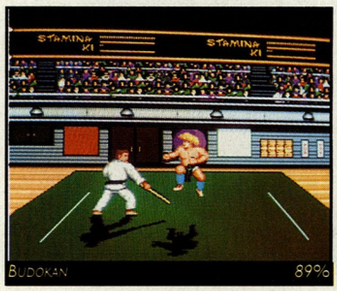
GAME INDEX

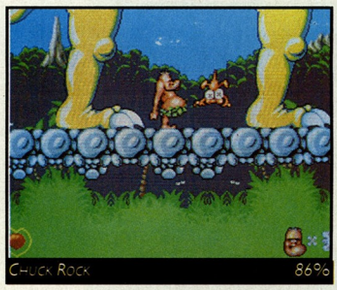
GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	N'TECH RATING	
688 ATTACK SUB	ELECTRONIC ARTS	£39.99	80	80	89	88	86	88	An excellent submarine simulation which gives you ten missions to complete as a US sub commander, or six as a Soviet. It sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth").
AEROBLASTERS	KEMCO	IMPORT	78	84	81	85	71	78	A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
AFTERBURNER II	SEGA	£34.99	86	91	92	92	82	90	All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
ALIEN STORM	SEGA	£34.99	84	90	80	89	71	78	An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish.
ALIEN 3	ACCLAIM	£39.99	92	94	93	92	93	94	This is an absolute belter of game, with smart graphics and extremely challenging gameplay. While it's not very close to the movie, there are plenty of Aliens, a shaven-headed Ripley and loads of weapons. One of the best action games on the Megadrive.
ALISIA DRAGOON	SEGA	£39.99	83	94	80	84	89	88	Alisia Dragoon and her pet dragon's inhabit the far-flung dimension of fantasy land, where all is not well. An evil dictator controls the land and only Alisia can wrest it from his grasp. What this boils down to is a multi-directional scrolling platform game, with plenty to shoot and lots of features to keep the player hooked. A fresh approach to an old format.
ARCUS ODYSSEY	RENOVATION	IMPORT	86	88	87	90	75	86	Arcus Odyssey is peculiar game which can be likened to a 3D Gauntlet clone. The object is to guide your hero(s) (it's two-player simultaneous) around a number of forced perspective levers in search of the witch-queen Castorima. Excellent, and addictive.
ARNOLD PALMER'S GOLF	SEGA	£39.99	85	79	69	86	80	85	This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
ASSAULT SUIT LEYNOS	NCS	IMPORT	82	80	81	73	71	73	This strange sort of platform-cum-shoot 'em up puts you in control of a multi be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating - there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.
ATOMIC ROBO KID	UPL	IMPORT	70	79	78	84	76	82	There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
AYRTON SENNA'S SUPER MONACO GP 2	SEGA	£49.99	91	90	77	94	92	93	Arton Senna's replaces the original Super Monaco GP as the number one Megadrive driving game. While not radically different, GP II features extra tracks, improved sound and loads of digitised pictures. If you don't have the first game this one cart you should get.
BATMAN	SEGA	£34.99	87	90	91	86	72	83	The graphics and sound are truly tremendous: the beautifully-drawn backdrops are as sombre-looking as the sets in the film. The only problem is that the game is fairly easy to beat, so expert gamers might not get full value for money out of this.
BATTLE SQUADRON	ELECTRONIC ARTS	£39.99	78	83	79	82	81	80	A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
BLOCK OUT	ELECTRONIC ARTS	£34.99	78	70	30	93	91	91	This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
BONANZA BROS	SEGA	£34.99	82	88	84	86	55	73	Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
BUCK ROGERS- COUNTDOWN TO DOOMSDAY	ELECTRONIC ARTS	£49.99	88	76	58	93	90	91	As RPG's go, this is one of the best on the Megadrive. Based around the TSR board game, it's set in the 25th century and casts you as the leader of a platoon of six rookie soldiers who are out to stop the evil RAM organisation from taking over Earth. Absorbing gameplay, and a must for RPG fans.
BUDOKAN	ELECTRONIC ARTS	£39.99	87	83	79	90	86	89	Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchuku, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
BURNING FORCE	NAMCOT	IMPORT	78	83	82	79	71	76	Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jetbike with the object of blowing up everything that gets in your way. There are extra weapons to pick up, of course, and there are plenty of mean 'n' meaty aliens to blow into oblivion. The graphics are very attractive, and the sound isn't too bad, but unfortunately the gameplay gets rather repetitive after a while.
CALIFORNIA GAMES	SEGA	£39.99	80	88	70	83	79	80	Head off to the sun-soaked Californian coast to partake in five events such as surfing, skateboarding and roller skating. Totally excellent fun.
COLUMNS	SEGA	£39.99	76	69	93	88	87	88	Sega's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels as they fall down the screen. The sound is excellent, and there's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.

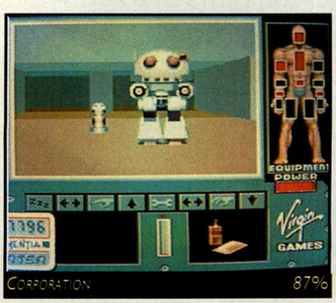
GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
CORPORATION	VIRGIN	£39.99	80	76	84	76	91	87	Corporation is an absolutely huge 3D strategy game. As a secret agent, your job is to penetrate the HQ of a massive corporation and bring back evidence of illegal activities. It's very different, and very absorbing. Worth checking out if you're after a more cerebral type of game.
CHUCK ROCK	VIRGIN	£39.99	88	93	90	90	82	86	This prehistoric platform game finds caveman Chuck Rock trying to rescue his beautiful wife from the clutches of the evil Gary Gritter. The game has loads of great features and plenty of smart graphics , but suffers from being a little slow.
CYBERBALL	SEGA	£34.99	79	79	82	81	77	80	A decent conversion of the multi-player coin-op American football game which features robots instead of humans, Cyberball features pretty neat graphics but has been overshadowed by the likes of John Madden '92, which are offer superior gridiron gameplay. If you're an American Football fan, try this out - but not until you've seen these others.
DARIUS II	TAITO	IMPORT	83	85	82	87	80	83	A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
DAVE ROBINSON'S BASKETBALL	SEGA	£39.99	811	86	77	85	80	83	This game beats Lakers vs Celtics by a narrow squeak to become the best basketball game on the Megadrive. The pitch is viewed at a 45° angle, and flips over when the ball carrier crosses the halfway line. This means he goes from running down to up. This causes some confusion to begin with, but this is still and excellent game.
DECAPATTACK	SEGA	£34.99	74	80	70	83	81	82	A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites. Platform fans will love it - if you're one, check it out.
DESERT STRIKE	ELECTRONIC ARTS	£34.99	92	91	85	95	93	93	Put on your flight gear, and get your bird whirlin', in this novel shoot 'em up. You have to pilot your AH-64 attack helicopter against the forces of a middle-east country. Loads of action and plenty of missions. Essential.
DEVIL CRASH	TECHNOSOFT	IMPORT	86	91	84	93	88	90	A stunning-looking pinball simulation which is packed full of features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans.
DICK TRACY	SEGA	£34.99	83	85	80	90	88	89	A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.
DJ BOY	SAMMY	IMPORT	78	80	76	84	73	78	DJ Boy is a beat 'em up on wheels, and while it's great fun to play, but suffers from one flaw - it's too darn easy. However, if you're the type that wants to beat the game on all levels, try it out. It's a simple as that!
DOUBLE DRAGON	ACCOLADE	£29.99	65	75	67	50	30	53	Despite being superior to Double Dragon 2 (which was released before it) DD is a very poor game. Most people should be capable of completing this within half an hour of first playing it. It may llok like the coin-op, by it plays nothing like it.
DYNAMITE DUKE	SEGA	£34.99	83	82	74	84	61	73	One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply.
EA HOCKEY	ELECTRONIC ARTS	£39.99	90	88	90	92	91	92	A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available - miss it at your peril.
ELEMENTAL MASTER	TECHNOSOFT	IMPORT	72	87	86	85	73	78	A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are only five levels, and they're not that difficult to beat.
EL VIENTO	RENOVATION	IMPORT	68	60	72	87	84	80	A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages.
ESWAT	SEGA	£34.99	86	87	82	93	88	92	ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
EVANDER HOLYFIELD'S BOXING	SEGA	£49.99	75	82	76	75	55	58	Even with decent, large graphics, some nice features such as a boxer design kit, Holyfield's Boxing just doesn't have enough action to make it a contender. Each opponent can be beaten with the same tactic, and the harder ones just take longer to fall over.
F1 CIRCUS	NICHIBUTSU	IMPORT	90	68	69	76	82	80	Despite its poor-looking graphics, F1 Circus is a really good game. It's very fast,there's plenty to do, including pit stops and car customising. Only on import, but well worth checking out.
F22 INTERCEPTOR	ELECTRONIC ARTS	£39.99	94	80	76	89	94	90	This, the only console flight simulation, is absolutely fantastic. The graphics, presentation and playability are all spot on. If you fancy a change from mindless horizontally scrolling shoot 'em ups, check this out.
FASTEST ONE	HUMAN	IMPORT	41	35	25	31	28	29	This split screen one or two-player racing gamecompletely fails to deliver. Crap graphics, sound and playability and utterly tedious action results in the worst Megadrive racing game by far. Steer well clear.


SALIEN STORM 78%

ALISIA DRAGOON 88%


BUDOKAN 89%


CHUCK ROCK 86%



CORPORATION 87%

GAME INDEX

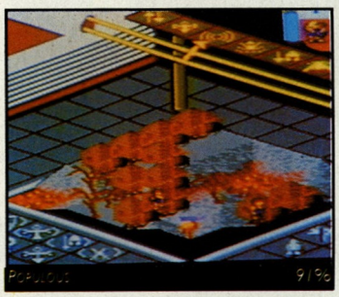
GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
FATAL REWIND	ELECTRONIC ARTS	£34.99	72	90	81	84	82	83	Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
FIGHTING MASTERS	TRECO	IMPORT	79	88	80	88	78	86	As a one player game Fighting Masters falls flat on its face. The two-player mode is a different kettle of fish. You can pound your opponent with one of twelve intergalactic wrestlers with a variety moves unique to the individual characters. The best on-on-one Megadrive beat 'em up.
FORGOTTEN WORLDS	SEGA	£39.99	82	79	86	79	80	82	Forgotten Worlds is a good looking one- or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
GAIARES	RENOVATION	£39.99	81	88	75	80	85	84	An excellent-looking game, Gaiares is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
GALAHAD	ELECTRONIC ARTS	£39.99	75	76	69	78	89	83	At first Galahad appears to be nothing more than your average platform game, mainly because it offers no new features. What seperates it from the rest of the competition is its difficulty and size, the maps are huge. Challenging and long lasting.
GHOSTBUSTERS	SEGA	£39.99	84	85	83	84	81	82	Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
GHOULS 'N' GHOSTS	SEGA	£39.99	88	92	93	93	92	93	Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
GOLDEN AXE II	SEGA	£34.99	79	80	67	72	67	67	Although Golden Axe is fantastic, Sega couldn't improve on it with its sequel, in fact they produced a game which wasn't a patch on the fast. Golden Axe 2 lacks playability, and a long term challenge. If you haven't already, get hold of the fast game, it's much better than this.
GRANADA X	UBI-SOFT	£39.99	85	70	75	82	83	81	This little known blaster suffers from small graphics and poor sound. That aside it's extremely playable, with varied levels and plenty of action. If it's some mindless shoot 'em up action you're after you won't go wrong here. It's starting to look a little dated now, but is still worth bothering with.
GYNOUG	SEGA	£39.99	89	96	86	89	94	92	Gynoug stands head and shoulders above most Megadrive shoot 'em ups.It's playable, challenging and the graphics are stunning, with some fantastic bosses. A game no self-respecting Megadrive owner should be without.
HARD DRIVIN'	TENGEN	£34.99	845	88	89	76	70	75	Tengen's conversion of Atari's Hard Drivin leaves a lot to be desired. The vector graphics are jerky and it's very easy to complete. Steer well clear of this turkey.
HEAVY NOVA	MICRONET	IMPORT	80	77	74	64	60	59	This is the Mega-CD's first beat 'em up, and a real let down it is to. The game can be played as a single player slap 'em around cum adventure, or as a two-player head to head battle. Either way it's slow and the moves are hard to access.
HELLFIRE	SEGA	£34.99	60	85	81	93	89	93	Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. There are plenty of surprises , especially on the final level. If you're a shoot 'em up fan looking for a challenge, check this out
HERZOG ZWEI	SEGA	£29.99	76	71	75	76	74	76	A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title which would be more suitable for thetacticians, rather than arcade players.
INSECTOR X	HOT B	IMPORT	76	80	78	81	67	74	The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features.
ISHIDO	ACCOLADE	£35.99	76	65	76	74	81	80	Ishido is an overly-colourful puzzle game which is played with 76 tiles on a 96 squares big board. The object is stick all the tiles on the board by placing them next to tiles with a matching shape or colour. Fun for a while, but very difficult.
JAMES POND	ELECTRONIC ARTS	£39.99	44	80	66	77	72	78	A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action. It's since been over shadowed by its sequel, Robocod, which has many more levels.
JOE MONTANA SPORTS TALK FOOTBALL	SEGA	£39.99	91	81	96	80	72	80	Joe Montana 2 is a significant departure from its predecessor. The game is now horizontally scrolling with close-up views of the action. Best of all is the digitised speech which provides a running commentary through a game. Not as playable as John Madden's '92, though.
JOHN MADDEN FOOTBALL '92	ELECTRONIC ARTS	£39.99	90	95	93	89	96	95	This is the best American footy game anywhere on any machine. The graphics are excellent and, more importantly, the control system is easy to understand and use. No megadrive owner should be without a copy of this.,
KAGEKI	KANEKO	IMPORT	51	50	69	45	20	30	A complete duffer of a beat 'em up, converted from an old coin-op. The poor graphics would have been bad enough, but your fighter is gifted with only two fighting moves making the action dull beyond belief.

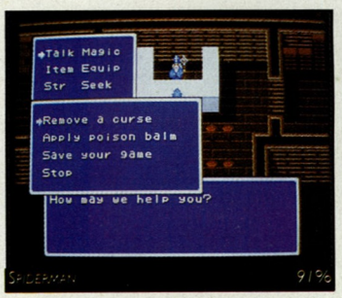
GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
KID CHAMELEON	SEGA	£34.99	60	65	78	77	60	64	Kid C is a platform game with a novel twist, the hero can change his form by collecting hats. This power lets him masquerade as a samurai, a tank, a psycho and a host of other characters. What lets it down is the lack of challenge which persists throughout the game, bar one level.
KLAX	TENGEN	£34.99	90	74	85	84	82	85	Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.
KRUSTY'S SUPER FUN HOUSE	ACCLAIM	IMPORT	92	91	78	92	91	90	Springfield's premier tourist attraction, The Fun House, has been overun by rats. Its owner, Krusty the Clown, has to deal with these pests by leading them in traps in this excellent puzzle game from Acclaim. Out of the ordinary, and well worth checking out.
LHX ATTACK CHOPPER	ELECTRONIC ARTS	£39.99	88	90	83	89	93	92	From the people who brought you F-22 Interceptorcomes LHX Attack Chopper, a helicopter flight sim to end all flight sims. It's fast with a clever control system and loads of missions. If you liked F-22 you'll love this.
M1 ABRAMS TANK	SEGA	£39.99	85	80	82	83	79	81	A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander. Not your run-of-the-mill game and not every one's cuppa, but interesting none the less.
MARVEL LAND	NAMCOT	£34.99	76	81	80	85	79	81	A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre.
MERCS	SEGA	£39.99	89	85	84	91	80	90	This as good a conversion of the coin-op as fans could hope for. You also get two versions of the game on the one cartridge - an action game and original mode, where you recruit other Mercs to help your cause. An essential for shoot 'em up fans.
MICKEY MOUSE IN THE CASTLE OF ILLUSION	SEGA	£39.99	88	95	85	94	76	93	One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
MIDNIGHT RESISTANCE	SEGA	£39.99	80	85	90	88	78	85	A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
MIGHT AND MAGIC 2	ELECTRONIC ARTS	£39.99	85	77	50	80	85	81	An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.
MIKE DITKA'S POWER FOOTBALL	ACCOLADE	£39.99	69	74	88	76	69	72	A cross between Joe Montana Football and John Madden's Football, but not as good as either. Check this out only if you're desperate for something different.
MOONWALKER	SEGA	£34.99	84	91	93	88	79	85	With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.
MUSHA	N/a	IMPORT	65	78	68	73	65	71	Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.
MYSTIC DEFENDER	SEGA	£39.99	81	78	71	67	55	63	Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.
NEW ZEALAND STORY	SEGA	£34.99	85	84	83	91	85	89	New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
OUTRUN	SEGA	£39.99	87	80	80	71	43	58	This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat - it's so easy even a complete dumbo can complete it within a couple of goes.
PACMANIA	TENGEN	£34.99	82	82	73	80	60	70	This is a Perfect conversion of the coin-op, unfortunately it's very boring, and you have to be an appaling games-player not to be able to go all the way round on your first go. Not an essential purchase by any means.
PGA TOUR GOLF	ELECTRONIC ARTS	£39.99	90	85	87	94	94	93	Simply the best golf game available on any system. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
PHANTASY STAR III	SEGA	£49.99	89	84	77	85	92	89	Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £50.00! Eeek!
PITFIGHTER	TENGEN	£39.99	90	78	70	76	80	80	The main boast behind this conversion is that all the characters are actually digitised from real people. That said, they're very badly defined and the animation is a tad rough. Still, a fun beat 'em up, especially in two-player mode.

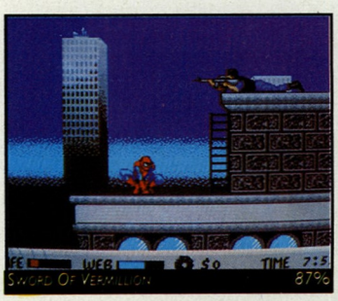
GAME INDEX

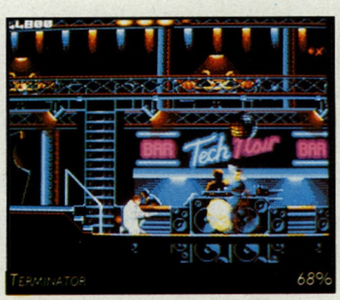
GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
POPULOUS	ELECTRONIC ARTS	£39.99	90	82	73	92	91	91	Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels, Populous is both highly original and amazingly addictive. With a constant challenge on offer, Populous is a game which you will return to time and time again.
QUACKSHOT	SEGA	£39.99	80	92	89	83	80	82	Donald Duck is the star of Sega's third Disney game, and a good effort it is too. Donald has to set off in search of the lost treasure of King Garuzia, aided by a host of Disney stars. The graphics are excellent, but the infinite continues make the game easy to complete.
RAINBOW ISLANDS	TAITO	IMPORT	83	80	76	87	85	86	Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.
RAMBO III	SEGA	£39.99	78	87	93	89	82	87	In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. It's not a difficult game to finish, but it's great fun, and keeps you coming back for more even when you've defeated the enemy!
REVENGE OF SHINOBI	SEGA	£34.99	85	92	93	95	91	94	This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The game is huge, spread over 20 different and very long sub-levels. If you're a platform game fan, this is an essential purchase.
ROAD BLASTERS	TENGEN	IMPORT	79	82	80	77	70	72	This is a conversion of a old coin-op that puts you in the driving seat of an armoured assault-car, traversing a post-holocaust landscape putting paid to bad guys with machine guns, electro-shields and cruise missiles. It's very fast, but not enough happens to make it interesting or warrant paying any significant amount of cash for.
ROAD RASH	ELECTRONIC ARTS	£39.99	89	92	92	94	88	92	Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
ROLLING THUNDER II	NAMCOT	IMPORT	91	89	88	86	92	90	A truly excellent conversion of the arcade smash-hit. There's loads of levels, the graphics are tops and the sound effects are ace. This version is SCART only, and must by if you own the appropriate machine.
SONIC THE HEDGEHOG	SEGA	£39.99	85	93	81	93	93	83	Sega's hyped-beyond-belief character stars in a game heavily inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
SPEEDBALL 2	VIRGIN	£39.99	90	87	92	92	93	92	This future-sport sim from Virgin is the last world in full contact competition. Smash your opponents off the ball, punch them and kick them, and during all this you've still got to find time to score!
SPIDERMAN	SEGA	£39.99	88	84	86	92	90	91	Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
SPLATTERHOUSE 2	SEGA	£44.99	72	80	71	80	77	79	There's gore-a-plenty in this game as the hero despatches of undead characters with poles, guns, fists, feet and even a chainsaw. Could have been better, but fun all the same.
STEEL EMPIRE	HOT-B	IMPORT	89	93	83	89	70	85	This is an excellent shoot 'em up spoilt by one thing - it's too easy. The graphics are stunning, and beat those of most Megadrive games hands-down. Despite its one drawback, this is an exceptional game. Well worth checking out if you're feeling free with your cash.
STAR CONTROL	ACCOLADE	£39.99	86	68	90	93	90	90	Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
STREETS OF RAGE	SEGA	£34.99	90	90	94	94	89	92	Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.
STRIDER	SEGA	£34.99	84	94	88	94	87	91	This conversion's graphics and sound are nigh on arcade-perfect, and it also packs a considerable challenge. Packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan - and its multiple difficulty levels means that it won't become boring very quickly.
SUPER HANG-ON	SEGA	£39.99	90	89	90	93	84	89	Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without.
SUPER OFF-ROAD	BALLISTIC	£24.99	82	79	84	88	78	83	This is a great conversion of and old Leland coin-op. Four trucks (two of which can be driven by human players) have to race around sixteen dirt tracks, collecting winnings and spending them on customising their vehicles. The two-player game is a good laugh, but it dulls slightly in one player mode.
SUPER REAL BASKETBALL	SEGA	£39.99	80	79	77	81	80	81	The computer isn't difficult to beat once you've got used to the comprehensive control method there's a very good two-player mode. With excellent graphics - the animation on the players is particularly good - and plenty of different gameplay options.
SUPER THUNDERBLADE	SEGA	£34.99	60	78	67	72	55	69	This was one of the first ever Megadrive games, and a two years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges. Fans of the original machine will get plenty of kicks, but anyone else will find it all rather uninspiring.

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M'TECH RATING	
SUPER VOLLLEYBALL	VIDEO SYSTEMS CO.	IMPORT	77	80	55	69	50	61	Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.
SWORD OF SODAN	ELECTRONIC ARTS	£34.99	69	70	60	61	51	55	Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w.
SWORD OF VERMILLION	SEGA	£49.99	85	79	94	85	90	87	Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard laser brain should thoroughly enjoy.
TAZ MANIA	SEGA	£39.99	70	96	93	89	80	88	Taz Mania has stunning graphics, great sound but falls just short of becoming a classic by being a little too easy to complete. Taz is beautifully animated, to the point of being cartoon quality, as he leaps from platform to platform. A perfect game for younger players, and a fun jaunt for everyone else.
THE TERMINATOR	VIRGIN	£39.99	84	85	90	73	50	60	The Terminator starts off with a fantastic intro, and a visually stunning first level, but from there the next three levels decrease in quality. What kills the game is that it's so easy to complete. Most seasoned games players will finish this within an hour of getting it home. A sad end to a potentially great licence.
THUNDERFORCE 3	SEGA	£39.99	82	88	86	91	86	89	The Thunderforce fighter is back in a six-level graphical tour de force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.
TOE JAM AND EARL	SEGA	£39.99	87	90	96	94	79	87	A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches - both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.
TONGUE OF THE FATMAN	ELECTRONIC ARTS	£39.99	85	87	75	86	62	71	This one or two-player arcade-style one-on-one beat 'em up throws the player into the futuristic arena where combatants have to fight one another in a gladitorial style contest. The gameplay, which to be blunt, is far too easy. Check it out by all means - if just to see the excellent graphics - but play before you buy.
TRUXTON	TOAPLAN	IMPORT	76	81	79	83	78	82	Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.
TURRICAN	ACCOLADE	£39.99	65	71	72	77	72	73	A fairly enjoyable platform/shooting game which has one flaw - it starts out fairly tricky, but gets easier the further you go!
TWO CRUDE DUDES	DATA EAST	IMPORT	91	94	76	91	85	87	This is a conversion of the coin-op Crude Busters, and it stays faithful to the original. The graphics are fab and there are many neat touches. It's two easy to complete though, so this will appeal to fans more than anyone else.
VAPOR TRAIL	RENOVATION	IMPORT	84	80	90	81	59	70	Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.
VERYTEX	ASMIK	IMPORT	72	78	88	77	69	73	Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.
WANI WANI WORLD	KANEKO	IMPORT	65	77	80	87	70	80	With its colourful graphics and two-player mode, Wani Wani World is instantly playable. It's based around the age-old coin-op Space Panic, with the object being to smash holes in platforms, lure creatures into them and then push them through. A lack of lasting appeal is Wani's only drawback.
WARDNER	VISCO	IMPORT	81	71	80	81	71	75	Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare - dodge the traps and blast the meanies and massive zbosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.
WARSONG	TRECO	IMPORT	84	64	75	77	88	85	Being a swords and sorcery wargame, Warsong can be counted unique on the Megadrive. The object is to command your armies through 20 scenarios as you attempt to free your kingdom. Providing you don't mind placing thought over reflexes you'll enjoy this.
WHIP RUSH	SEGA	£34.99	54	48	36	55	70	71	Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available - try something like Truxton or Thunderforce III rather than wasting your cash on this.
XDR	UNIPACC	IMPORT	85	59	45	49	41	47	This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting instead.
ZANY GOLF	ELECTRONIC ARTS	£39.99	85	85	85	85	85	85	This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more. If you're after something different, check this out!
ZOOM	SEGA	£29.99	60	61	72	51	43	45	Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring.









NEXT MONTH

ANOTHER KNOCK-OUT ISSUE!!

In the November issue of MegaTech we'll be force-feeding you with herds of completely amazing reviews, such as George Foreman's Boxing from Flying Edge, Thunderstorm FX, the first Mega-CD game to be composed entirely of full-motion video action, and maybe even that elusive Lemmings review.

And there's more. Such as jam-hot news from around the globe and lip-smackingly tasty tips and gaming techniques picked from only the tenderest, sweetest games players on Earth.

But the best is yet to come. We're giving away, COMPLETELY FREE, a full colour booklet, packed with the full lowdown on perhaps the tastiest piece of Megadrive kit to appear on the gaming circuit. To find out exactly what it is, you'll have to stomach next month's bowl of MEGATECH goodness. Seconds, anyone?

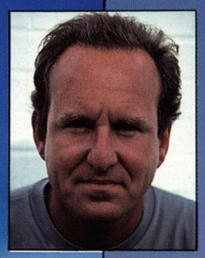
MEGATECH 11. OUT 20TH OCTOBER £1.95.

SEGA
PRO - MASTER

The COMPLETE Player's Guides

THE OFFICIAL SEGA GUIDES

SERIES EDITOR
IAN LIVINGSTONE



TO BE THIS GOOD TAKES AGES...

But it's quicker if you use the official **Sega Pro-Master** series of hints and tips books.

Whether you own a Master System, Mega Drive or Game Gear, the **Pro-Master** series are unbeatable if you want to *WIN*. All you need is contained in 4 fully illustrated volumes, each revealing the secrets of three current top-selling Sega games.

- 4 **Pro-Master** books covering 12 games
- Notch up huge points and scores
- Learn the right tactics and strategies
- Find hidden levels and rooms
- Cheat codes give extra lives
- Avoid hidden traps and hazards
- Maps and screenshots illustrate tricky areas
- FREE button badges
- Collect four fabulous FREE bookmarks

EACH BOOK ONLY £2.99

AT £2.99 YOU CAN'T LOSE – *PRO-MASTER* GIVES YOU THE WINNING EDGE

Available from all leading bookshops and computer games stores.

Simon & Schuster Ltd, West Garden Place, Kendal Street, London W2 2AQ
Tel: 071 724 7577

SIMON & SCHUSTER

"Sega", "Mega Drive", "Master System" and "Game Gear" are Trade Marks of Sega Enterprises, Ltd. © 1992 Simon & Schuster Ltd

IT'S A MEGABLAST!

Take control of a **s**turdy space fighter and **shoot wave after wave** of alien lifeforms across **five testing Time Zones** complete with **giant 'Boss' characters** to defeat.

Collect cash along the way and **trade your earnings** with the alien shopkeeper **for more powerful weapons** and equipment including the **phenomenal three-stage Megablasters**. And it's **all to the sound** of a spot-on reproduction of **Bomb The Bass'** hot hit 'Hip Hop On Precinct 13 - **It's A Megablast!**'.

Available for the **Sega Mega Drive** and **Master System**, XENON 2 includes...

- **STUNNING SHOOT 'EM UP ACTION WITH FEARSOME FIREPOWER AND ALL MANNER OF MEANIES**
- **BOMB THE BASS SOUNDTRACK**
- **" IT'S A MEGABLAST"**
- **ONE OR TWO PLAYER MODES**
- **5 WILD AND WONDERFUL LEVELS**

XENON 2 - Another **immaculate concept** from **Virgin Games.**

Virgin GAMES

SEGA™

virgin games- immaculate concepts

The BITMAP BROTHERS

Xenon 2 is a trademark of The Bitmap Brothers.
© 1990, 1991, 1992 The Bitmap Brothers. All rights reserved.

Sega™, Mega Drive™, and Master System™ are Trademarks of Sega Enterprises Ltd.